

ISSUE NO.

263
JANUARY



GAME TRADE MAGAZINE

RICHARD GARFIELD

DUNGEONS, DICE & DANGER



Ravensburger

IN THIS ISSUE:

- YO JOE! PROTECT THE WORLD FROM THE FORCES OF COBRA IN RENEGADE GAME STUDIOS' G.I. JOE RPG!
- WHO GOES THERE? A DANGEROUS SHAPESHIFTING ALIEN HAS BEEN RELEASED FROM HIBERNATION IN THE THING FROM ARES GAMES!





STAR TREKTM MISSIONS

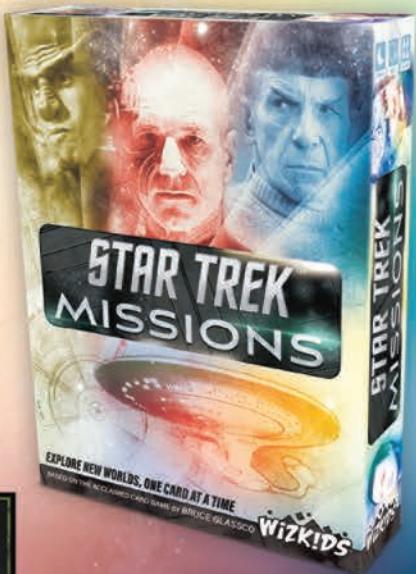
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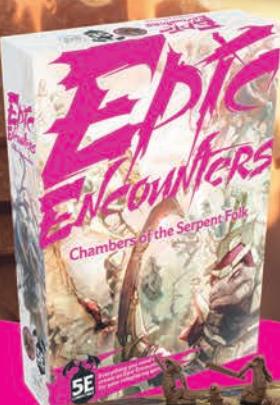
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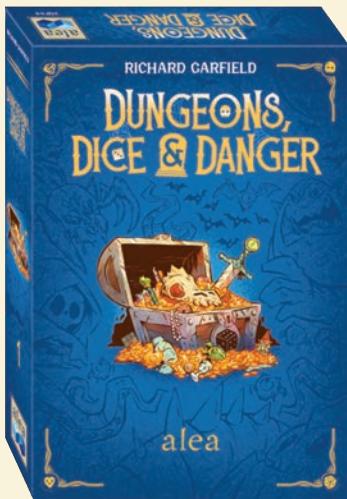
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COVER STORY

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Gather your courage, pack your sword, and roll the dice as you journey through the realm in search of treasure and glory in *Dungeons, Dice, & Danger!*

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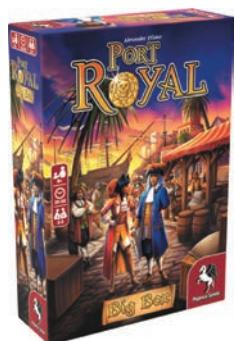
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SPOTLIGHTS

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by Pegasus Spiele

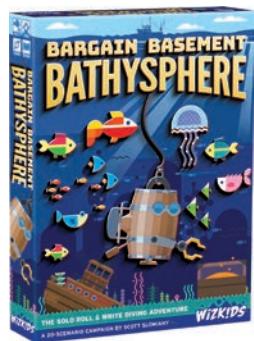
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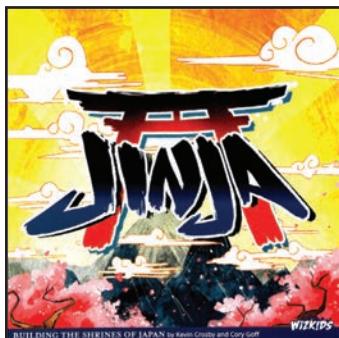
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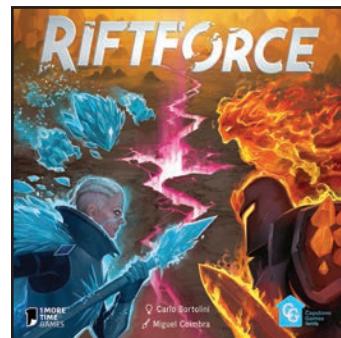
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explorers

PLAN YOUR ROUTE WISELY AND BECOME
THE GREATEST EXPLORER OF ALL TIME!



Ravensburger

Greetings Dear Readers!

Happy New Year, and welcome to your January 2022 edition of *Game Trade Magazine*!

It's been an interesting month here in the ol' GTM Bullpen – as we toiled away on this latest issue our servers suffered a catastrophic attack which essentially locked us out of our archive, templates, and more. Basically, you name it – we couldn't access it.



Suffice to say, it made for an interesting exercise as we essentially rebuilt how we made the magazine without our usual resources. It was "Back to Basics" and I'm happy to say we were up to the challenge.

Of course, this would have been a much heavier lift were it not for our most excellent contributors! First, our friends at Ravensburger showcase their latest release - *Dungeons, Dice, & Danger!* In this Richard Garfield game, heroes delve deep, fight ferocious monsters, find treasure, and – of course – roll dice, as they compete to accumulate the greatest fortune!

Next, do you have what it takes to join the most daring, highly trained special missions force? If so, then G.I. Joe wants you! In this latest RPG release from Renegade Game Studios, players join the fight to defend human freedom and battle alongside their favorite Joes against the evil forces of COBRA and other enemies over land and air. YO JOE!

Speaking of sinister threats – we could not think of any danger more insidious than that of the alien infiltrator from the John Carpenter film, *The Thing*. In this tabletop adaptation of the cult classic from Ares Games, players must navigate a series of tasks and challenges as they evade assimilation by the alien intruder. Will the humans survive, or will the alien thrive?

All this and more for our inaugural 2022 issue – here's to another great year of gaming!

Game on!
-JG

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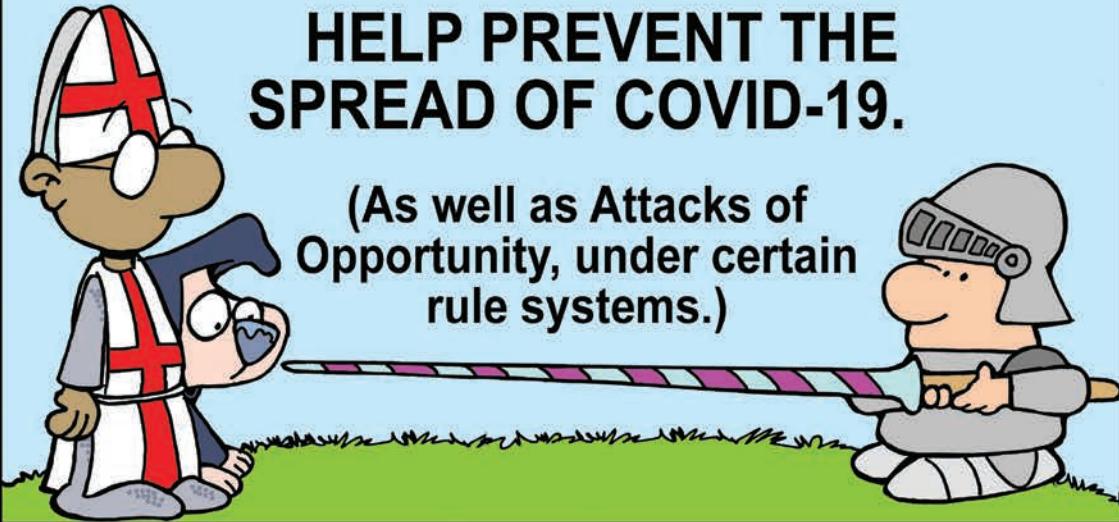
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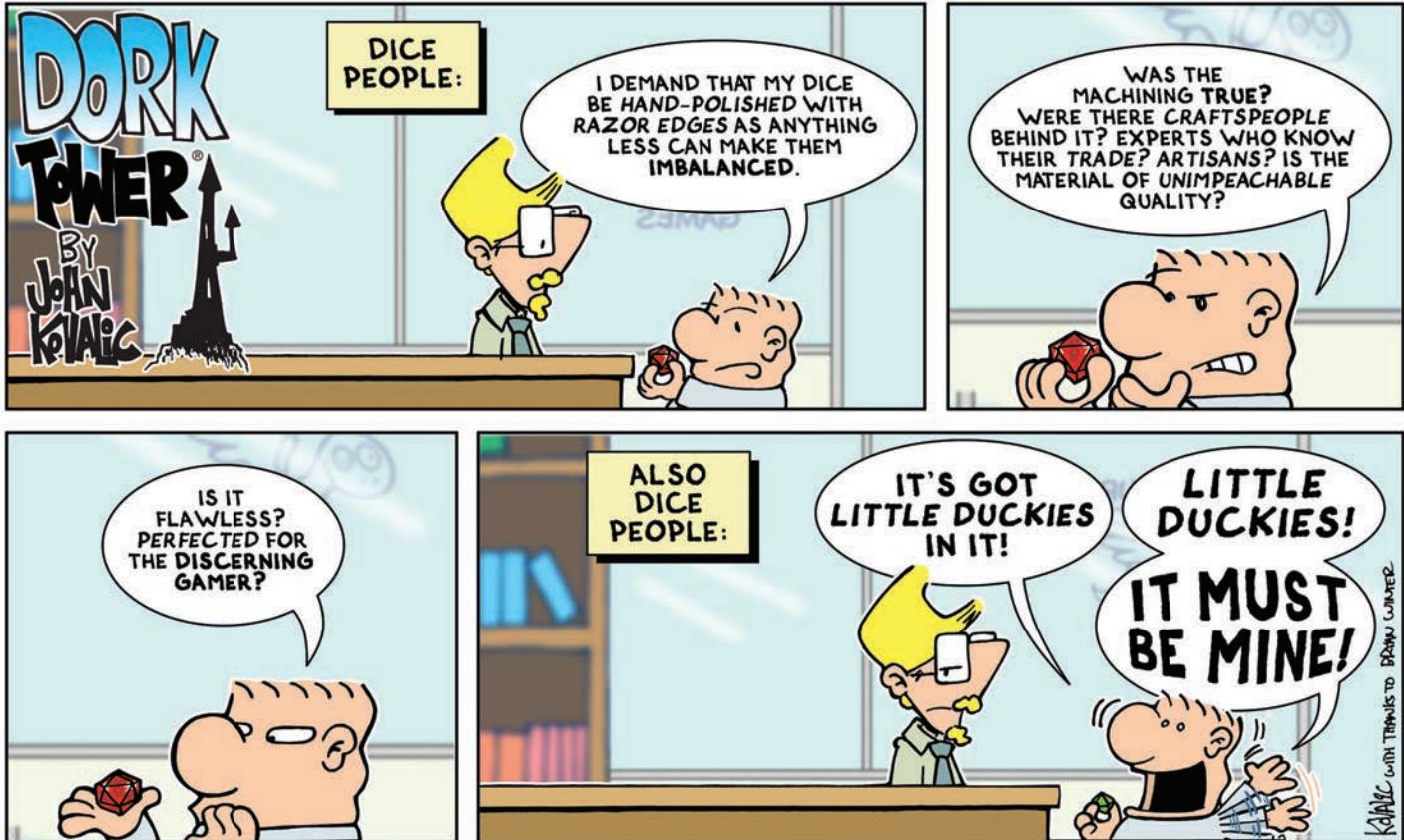
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with hundreds and hundreds of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three-month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (**FLGS**) in March or MAY.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's **first issue**, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY

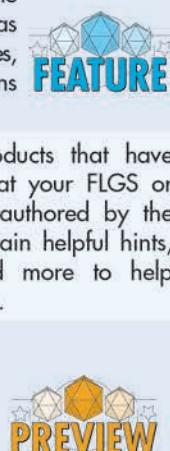
COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as especially worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

FEATURE

SPOTLIGHTS: These are products that have released and are available at your **FLGS** or **FLCS**. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your **FLGS** or **FLCS**, so be sure to make a note so you won't miss out!



DESIGNER DIARY

DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your **Friendly Local Game (FLGS)** or **Comic Store's (FLCS)** shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your **FLGS**!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of GTM, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

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And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of Game Trade Magazine (GTM), you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the GTM Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in GTM and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the GTM Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SPR) for the product.

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DUNGEONS, DICE & DANGER

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DUNGEONS, DICE, & DANGER

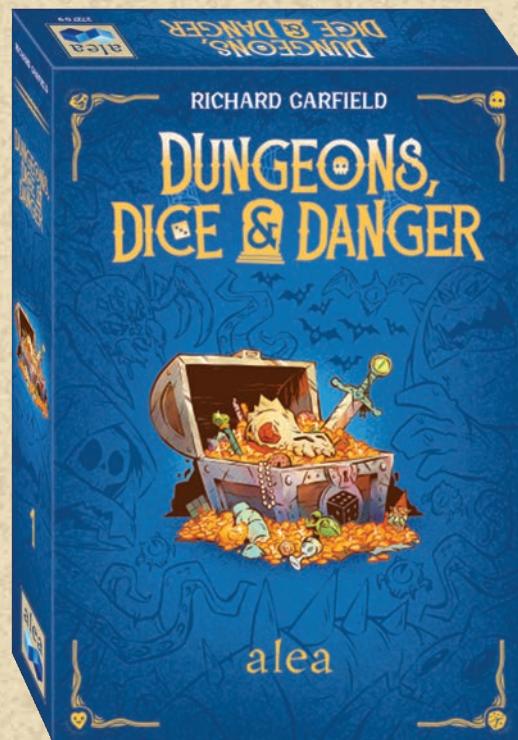
RVN 27270.....\$24.99 | Available March 2022!

Are you brave enough to traverse the deepest and darkest dungeons in search of legendary treasure? Find out in *Dungeons, Dice, & Danger!* In this humorous roll & write game designed by Richard Garfield, you'll make your way through dungeons, battle imaginative monsters, and collect treasures. Whoever collects the most Victory points wins the game!

THE ADVENTURE BEGINS

In *Dungeons, Dice, & Danger* players navigate a labyrinth, looking for the most efficient routes toward treasure while facing off against increasingly ferocious creatures. There are four different Adventures that they can experience, including Annoyed Animals, Clumsy Cultists, Puzzled Pyramid, and Defiant Dinosaurs. Each Adventure has a similar layout. Along with the map detailing all the Treasure to be had and all the Monsters to conquer, each Adventure sheet helps players track their Life points, Special abilities, scoring spaces, and bonus rewards.

To start, players will first need to agree which Adventure they'd like to journey through. Since Annoyed Animals is the simplest one to explore, it is usually recommended that first-time players begin with this Realm. The group will then designate the Active Player, who'll roll all four white dice, and one black die. The result of these dice will need to remain where every other player can see them, as each will need to build two pairs of dice combinations from the results of the four white dice. Only the Active player can use the result of the black die as part of their dice combinations — the other players can only use them to play a Black Dice ability during that specific round.



These dice combinations are used to cross out two corresponding spaces on their individual maps — these are counted as visited and cannot be visited again. During this process, players may encounter Treasure like Gold or Gems, which award Victory points, Treasure Chests, which can award different Special abilities, or they may come across the dreaded Monsters!

GETTING CLOSER TO VICTORY

There are two ways that players can collect Victory points and get closer to winning the game. The first of those is simple enough — as players navigate their map, they'll come across spaces that contain Gold or Gems, which are worth a different number of Victory points. While looking through available paths, players might want to keep in mind that Gems are worth one more Victory point than Gold, since there are limited scoring opportunities available during the game.

The second way is to fight the Monsters! Using the die results that the Active player rolled, players will need to choose one dice pair corresponding to one of the Monster's room numbers. Each time they do this, they'll be able to cross out a Life point box in the Monster's room. When all Life point boxes are crossed out, a player has dealt Lethal Damage, and the Monster is defeated! The first player to defeat this Monster will get the highest Gem reward, and all subsequent players gain the





lower Gem reward. Once again, players will need to consider their routes carefully to defeat higher-value Monsters and receive the most Victory points, as a Monster's room can only be accessed through visited spaces. Additionally, a player can only visit spaces beyond a Monster's room when it has been vanquished.

ROLL WELL, CHOOSE WELL

As mentioned previously, players will come across Treasure Chests while exploring each realm. These contain Special abilities like an Extra Life, which allows players to gain additional Life points. It's important to avoid losing Life points, as these affect Victory points at the end of the game. Treasure Chests can also contain a Torch, which make it easier to travel through the Dungeon, and can even deal Damage to a Monster.



Treasure Chests can also award a player with an Extra Black Dice ability — giving them more chances to use all dice combinations when they are the Passive player. Making sure that players can always use their dice combinations is paramount to success, as each time they are not able to cross out two items during each round, they must subtract a Life point, thereby losing Victory points.

Apart from the standard numbered spaces that allow players to gain Victory points, achieve Special abilities, or defeat Monsters, each Dungeon has special requirements that makes Dungeons, Dice, & Danger even more replayable. For example, players may come across a Fist symbol in certain spaces within

the Annoyed Animals Adventure. To visit these rooms, players will need to have a pair of doubles in their available dice combinations. When these rooms are visited, they'll deal 1 Damage to each Monster on their Dungeon map. And as a bonus, when a player checks off five of the six spaces containing a Fist symbol, they'll get even more Gem rewards!



COUNTING YOUR SPOILS

Once a player has managed to defeat their last Monster, the game ends and it is time for all players to calculate their riches! Although it may seem that the first player to defeat the last Monster will likely emerge victorious, other players should not lose hope. Each subsequent player will be allowed to finish the current round before moving on to scoring. Players should keep in mind that they gain Victory points for every 3 Damage they deal to a Monster, so fighting one will be a great way to gain some extra points during this last round.

To calculate their fortune, players will total all Victory points, then subtract any Life points lost. The player with the most Victory points wins the game!



GATHER YOUR COURAGE AND PACK YOUR SWORD!

Dungeons, Dice, & Danger will test players' strategy chops while tickling their funny bone, as this roll & write game's tongue-in-cheek tone is present throughout each Realm's gorgeous artwork. Its scalable difficulty makes it extremely replayable, and its solo option will allow players to explore a dungeon on their own and practice their Treasure-hunting and Monster-fighting skills.

Dungeons, Dice, & Danger is available now at your friendly local game store, so go on a quest for your own copy!

•••

G.I. JOE

ROLEPLAYING GAME

MAKING A REAL AMERICAN HERO



G.I. JOE RPG: CORE RULEBOOK

RGS 08432 \$55.00 | Available March 2022!

Whether you want to be a stealthy espionage master, a blow-in-the-door heavy weapons specialist, or a high-flying fighter ace, the first step is always character creation. In the *G.I. JOE* Roleplaying Game, character creation starts with the initial concept. If you were a fan of the *G.I. JOE* action figures, you probably remember the ubiquitous file card included with each. These detailed each trooper, with information like their real name, hometown, military rank, and serial number, but also some text that usually encapsulated the chosen Joe's way of thinking and fighting. For example, "Recondo hates the cold. He loves hauling a rucksack through the bush and sweating through his cammies. When he's in the jungle, he owns it." Or for covert operations specialist Lady Jaye, "(she) doesn't go in for that phoney wig and rubber mask brand of disguise like those jokers on Mission Improbable... She becomes the subject: body language, subtle gesture, correct shading of dialect..." This is a great way to think of your character concept! What will their chosen role be within the team? Do they favor a head-on approach or more subtle

05

ROLES

At one point in every G.I. Joe's life, they were the best. The strongest, the fastest, the most accurate, the smartest, the smoothest. Natural leaders and unmatched loners. To be recruited onto an elite special forces team, prospective Joes first prove themselves as elite individuals.

However, the best team is more than just a collection of elite individuals. When a recruit joins G.I. Joe, they quickly learn in what ways they are special, and in what ways they might not be as good as they thought. For the first time, they learn what it means to be the best.

That's what makes a G.I. Joe's role on the team so important. Great isn't good enough. Being great with engines does not compare to the mechanical knowhow needed to repair a nuclear submarine. A great covert operative can sneak through a crowd room, but the best covert operative can sneak past radar.

A Joe's role on the team defines how best they serve the team and the world in the fight against Cobra, and keeps them from getting in the way of the experts in the other fields.

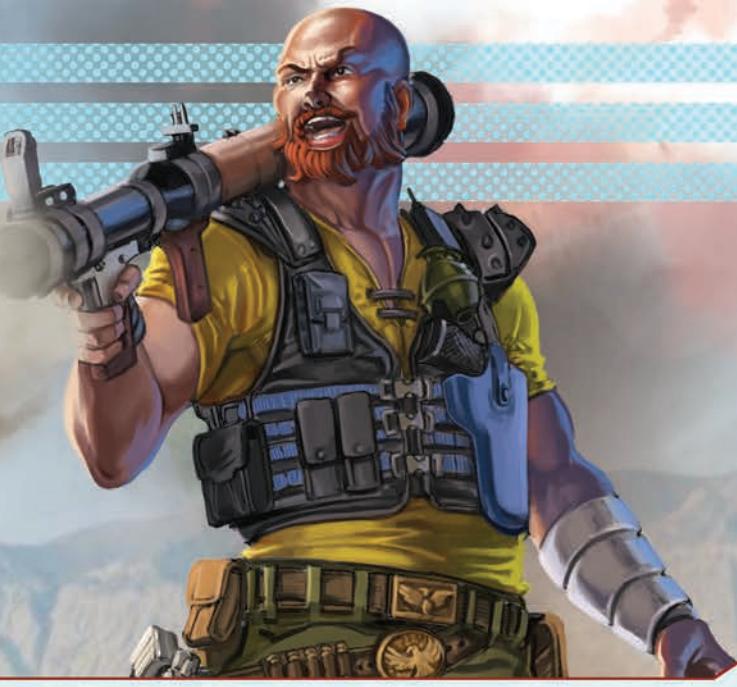
B.I. JOE ROLEPLAYING GAME - CHAPTER 05: ROLES



methods? Pick a code name, a hometown, and think about how you'd sell your character if it were an action figure. This concept can serve as a useful guidepost as you go through the rest of the character creation process.

The *G.I. JOE* Roleplaying Game breaks character's abilities into four Essences, Strength, Speed, Smarts, and Social. Strength is all about power and endurance. Speed covers agility, balance, and reflexes. Smarts is a must for techy characters, fueling awareness, intuition, and analysis. Finally, Social represents a character's confidence, charisma, and leadership, an important Essence for officers or commanders! Each of the four Essences starts at 2, representing an average Joe, and each level in an Essence will allow you to invest a Skill Point in one of that Essence's associated skills.

Now that you've defined your Joe's stats, it's time to look at how they got where they are today, with Influences and an Origin. Every Joe will have at least one Influence, and can have up to three. Each Influence bestows certain benefits, as well as great roleplaying potential, and any chosen beyond the first bring a Hang-Up as well. A Hang-Up represents a flaw or weakness of your Joe. The additional benefits given by Influences also mean more great roleplaying potential thanks to Hang-Ups! For example, a character who has an Athlete Influence has grown up learning to follow the rules of the game, and playing fair is an important value to them. If you take this as a 2nd



INFANTRY

The most common role on the team, Infantry is flexibility, filling in where needed in addition to being some of the fiercest fighters the foes have to offer. As Infantry develop, they can provide fire support as an artillerist, battlefield aid as a medic, or vehicular expertise as Mechanized Infantry. Regardless of their path, wherever there's trouble, Infantry lead the way!

G.I. JOE EXAMPLES

Any of the following are great examples of Infantry characters:

- Bazooka (Artillerist)
- Gung Ho (Artillerist)
- Clutch (Mechanized Infantry)
- Wild Bill (Mechanized Infantry)
- Doc (Medic)

BACKBONE OF G.I. JOE

Infantry units and heroes form the backbone of G.I. Joe operations. When force is necessary to stop Cobra from dominating the world, robbing Fort Knox, or attacking world peace summits, Infantry deploy alongside specialists of all kinds.



G.I. JOE ROLEPLAYING GAME - CHAPTER 05: ROLES

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specific Branch and Non-military options. Your Origin will boost an associated Essence, grant some new Origin-specific skill options, and determine your starting health and movement.

Now, we know who your character is, and how they got that way. The final step is determining how they fit into the team your group is assembling, and for that we'll choose a Role. Roles grant role-specific perks to set your character apart from the rest of the team and can help determine what sort of weapons and equipment they are able to utilize. Later on, you'll be able to delve into Sub-Roles as well, but for now just choose a top-level one. For example, you may choose to take the Commando Role for your character at 1st level. As your character levels up, their Role can become a more specific type of Commando, with the Role Focus of Infiltrator, Sniper, or Spy, each serving a different and important function on the team. With just the basic options for Influence, Origin, and Role, there are hundreds of combinations, enough to suit any character you can come up with!

All that's left now is to describe your character and form your team. When describing your character, you can look at your Essence scores to get an idea of how they may appear. A Joe with high Speed Essence could be described as energetic or agile, while a low score may imply clumsiness or very laid-back. While of course you'll also need weapons and equipment, you don't need to worry about that at this point. In the *G.I. JOE Roleplaying Game* every mission will begin with equipment requisition to outfit you and your teammates.

Speaking of teammates, the final step of character creation is to determine the bonds or even conflicts your character may have with their squad mates. Maybe one of the other members saved your life on a previous mission? Maybe you had an intense rivalry with one of them at Ranger School? These bonds will help frame character interaction and enhance your roleplaying experience so don't skip out!

Follow this guide and you'll have a fully-fleshed-out G.I. Joe of your own, ready to take on Cobra and foil their schemes all over the world. The only limit to the adventures you and your squad can embark on is your own imagination, so pick up the *G.I. JOE Roleplaying Game* this March, and in the meantime, start thinking about your character concept!

•••

Matt Holland is a husband, father, gamer, industry veteran and Star Wars nerd based in Minneapolis, Minnesota. Catch up with him at @pbpanchomatt on Twitter.



or 3rd Influence, your Joe will gain a Hang-Up, suffering a Snag on Social and Smarts Skill Tests whenever they are knowingly breaking rules.

Origins are the next step. Were you a line trooper recruited to the elite G.I. Joe team? You may choose Army as your Origin, but that doesn't restrict your past as being a typical soldier or even being in the U.S. Army. Perhaps you served in the Armée de Terre in France or served in the National Guard. Alternatively, you could have been a U.N. Peacekeeper or been enlisted in the Japan Ground Self-Defense Force. There are countless options within the choices of Army, Navy, and Air Force Origins, in addition to Origin choices for Non-

BARGAIN BASEMENT BATHYSHERE

WIZKIDS

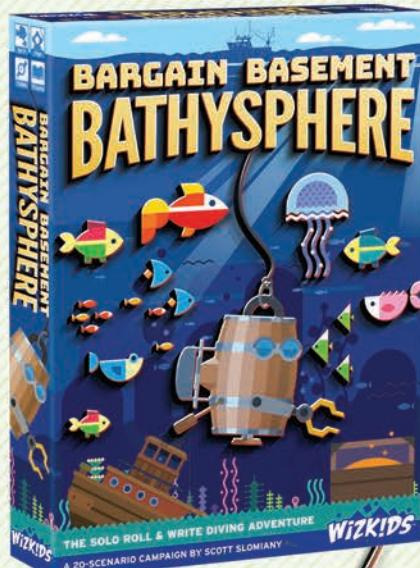
BARGAIN BASEMENT BATHYSHERE

WZK 87532 \$29.99 | Available APRIL 2022!

The acclaimed solo roll-and-write campaign game of exploring the ocean's depths in a bathysphere held together by glue, twine, and hope returns in an all-new edition with premium components and new gameplay twists! Over a 20-scenario campaign, players find ways to dive deeper and deeper, while unlocking new abilities, upgrading their bathysphere, and completing minigames that carry over from scenario to scenario. They'll also contend with the game's hilarious and dark sense of humor, always ready with a joke when your key systems fail, or unlucky divers get stranded. It's the perfect campaign experience for solo players, with easy setup, gradually increasing difficulty, an entertaining story, and challenges that will have you coming back for more!

Bargain Basement Bathysphere is a fully redesigned experience based on Scott Slomiany's hit print and play campaign, originally released in 2018. The new edition replaces the single-sheet maps with three giant 11x17 map boards, with different areas available depending on the scenario. At later levels, players will discover that the maps can even combine, creating an epic 22x17 ocean map to explore! The map boards are dry-erase, and you'll clear them after every scenario. For the campaign, you'll take a double-sided, four-color sheet off of an included pad, where you'll track your score, your bathysphere upgrades, your progress in mapping the ocean floor, and the different sea creatures you've collected for the Aquaseum! It also includes a screenprinted meeple representing your bathysphere, and the marker and dice you need to play!

To play the game, you'll follow the scenario setup instructions to select your map, block off the active



area, and populate it with stranded divers if needed. It'll also set your win condition for that scenario — anything from salvaging a sunken ship to escaping from an ancient sea monster. In one scenario, you'll even help a local businessman by dropping some "things" at the bottom of the ocean. Then you'll start by rolling a number of dice, and select them one at a time to dive that number of spaces, taking stress and using up oxygen depending on the spaces you pass along the way. Once you've used all the dice you can, you mark off an oxygen to reroll all of your dice, and use them again to keep diving. As you dive deeper, you'll find more collectables, and achieve more objectives, all while collecting as many points as possible. But be careful, as you've got to make it back up to the surface before you run out of oxygen!

As you play through the story, you'll activate three minigames, where you track your progress and your collectables to get valuable bonuses. Deciding how much time you can spare in each scenario to advance your minigames is key to long-term strategy and success. The first minigame you'll unlock is the Aquaseum, where you'll populate the tanks with the fish, squid, crabs, and jellyfish that you find. For each tank you complete, you'll get a one-time bonus of adding a die to your pool at the start of a scenario.

Choose your moments carefully, as that die could make the difference between making it back alive, or sinking to the ocean floor.

Next, you unlock Gizmos, which are upgrades for your bathysphere that you can activate for scenarios at the cost of one of your starting dice. Anything from the all-important cushiony gyro seat, to the definitely safe rescue harpoons! Finally, you'll start the Ocean Floor

mapping project, where you trade data from deep in the trench to Beachside University for valuable Oxygen tanks.

When you're ready to take a break, save your place in the scenario book with your sheet, return the book, maps, meeple, marker, and dice to the box, and it'll be ready to go for the next time you want to tempt fate!

The more you play, the more you'll learn how to mitigate the luck of the dice rolls, and how to deftly move from space to space in a way that minimizes the resources you'll spend and the damage you'll take. You'll have more abilities and skills as the challenge and complexity ramps up. What you'll need most though, is a strong gut to deal with the nail-biting tension of navigating the ocean in a bargain basement bathysphere!

•••
*final art and components are subject to change

TERRAIN ESSENTIALS

A BOOK ABOUT MAKING
WARGAMING TERRAIN

BY MEL BOSE

THE TERRAIN TUTOR

Mel Bose – **The Terrain Tutor** – has been building terrain for almost as long as he can remember. When he was five, Mel built playsets for his little green army men in the corner of a craft store. He was often assisted by model railroaders who were regulars at the store and, by the time he turned 15, Mel was primed for a life of building terrain.

Mel has traveled the world, as a medic in the army, a physiotherapist, and even a salesman. He has worked with people from all walks of life, and looked at things from many different perspectives. It is this approach that he brings to his successful YouTube channel, The Terrain Tutor. Since 2014, Mel has made a living from sharing his passion – teaching people everything he knows about building terrain for tabletop wargaming, for hobbyists, clubs, displays, and for dioramas – and it's that passion and knowledge that he is bringing to this 192-page hardcover book!

TERRAIN ESSENTIALS INCLUDES:

- PLANNING • TOOLS & MATERIALS
- TECHNIQUES • BASES & BOARDS
- GROUNDWORK • GRASSWORK
- ROCKS & HILLS • TREES & HEDGES
- WATER & SNOW • BUILDINGS & KITS

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DAVE TAYLOR
MINIATURES

ROCKS AND HILLS
BUILDING NATURAL HARSCAPES

This section covers the art of making popular types of wargame terrain for wargaming. These have been around for decades and are still some of the most popular pieces to have off-the-shelf terrain. This section will show you how to make them look great and how to make your models look like they've been around for years.

KEEPING IT FUNCTIONAL

It's easy to lose sight of what's important when building terrain. It's important to make sure that the pieces are built well, your perspective looks good, and the terrain is functional. It's also important to make sure that the pieces are built well, your perspective looks good, and the terrain is functional.

TREES & HEDGES
BUILDING THE BIG GREENERY

For war or wargame terrain, trees and hedges are essential. This section covers the art of building trees and hedges. It's time to take things seriously and create trees that look great. This section covers the art of building trees and hedges. It's time to take things seriously and create trees that look great.

PRIOR PLANNING & PREPARATION
PREVENTS POOR PERFORMANCE

Planning on what terrain you want to build is one of the first steps in creating great terrain. It's time to start thinking about what you want to build and how to do it. In this section, we'll go through creating your own ideas and learning how to design and work on them.

DURABILITY **FUNICULARITY**

TERRAIN DESIGN TRIAD

Good terrain includes three key concepts: functionality, durability, and funicularity. These three concepts are the basis of a great wargame terrain. It's time to learn how to incorporate these three concepts into your terrain designs. This section covers the art of creating terrain that is both functional and durable, while also being fun to play with.

REALISM

The realism of a piece can only be achieved by the proper combination of these three concepts. This section covers the art of creating terrain that is both functional and durable, while also being fun to play with.

TERRAIN ESSENTIALS
A BOOK ABOUT MAKING WARGAMING TERRAIN

MEL BOSE
THE TERRAIN TUTOR



PREVIEW

By Morgan Dontaville
& Daryl Andrews

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"This should be agony. I should be a mass of aching muscle — broken, spent, unable to move. And, were I an older man, I surely would... But I am a man of thirty — of twenty again. The rain on my chest is a baptism — I'm born again."

Batman:

The Dark Knight Returns



PLAY THROUGH THE CLASSIC COMIC

BATMAN: THE DARK KNIGHT RETURNS

CZE 28944..... \$64.99 | Available February 2022!

BATMAN: THE DARK KNIGHT RETURNS: DELUXE EDITION

CZE 28951..... \$109.99 | Available February 2022!

In *Batman: The Dark Knight Returns -The Board Game*, you take on the role of Batman returning from retirement. You aren't as young as you used to be and Gotham's streets have gotten worse. It's up to you to endure the challenges that the city throws at you—facing old and new villains like The Joker, Two-Face, the brutal Mutant Leader... and finally your most powerful ally, Superman! It's time to put on the cowl and plunge into the world of one of the most popular stories of all time: *Batman: The Dark Knight Returns* by Frank Miller.

As designers of the game, we would love to give an insider perspective of its development. Foremost, we really wanted to give the player a sense of being the World's Greatest Detective in the original comic's dark Gotham City. We aimed to capture the book's sense of compounding agony and claustrophobia. Batman is in a constant struggle to turn back the tides of a world consumed by media paranoia, police that are almost as indistinguishable as the gangs they are trying to control, and a public that has lost hope.

One thing that Batman understands is that you cannot tackle great challenges alone. With the help of his allies' special abilities, he is able to cover more ground in Gotham. Carrie Kelley takes the sidekick role as the new Robin, Commissioner Gordon is Batman's oldest ally, and Oliver Queen brings his trusted green arrow to help fight the oppressive government.

While exploring Gotham, you need to protect neighborhoods from conflict. Tension builds, and riots break out! You will write on the board to create shortcuts or gain bonuses. Alternately, you may ruin your secret routes or blow-up whole areas as you make your escape.





Instead of traditional leveling up, you will struggle with complete exhaustion. But with practice, you will start regaining your old skills again and accrue new wonderful toys. We put all of our favorite bat-gadgets from the comic into the game to aid you. You must use a variety of Batarangs, weapons, and vehicles like the Bat-Tank to help you survive your constant fights with mutants and cops.

Each of the four "books" in the game explodes with an epic boss battle. Each of the bosses has their own custom dice and special abilities. You have to figure out the best way to defeat them. Fight them back all you can... your goal is just to survive until the end.



Originally, it was designed as only a solo game. During the design process, we discovered we could expand the player count to provide a 1 vs. 1 mode. If you want to play this with a friend, one of you can take on the role of the villain, trying to take Batman down. Additionally, as the game is based on the four-book graphic novel, players can choose to play any of the individual books as standalones, or try to take on

the entire series as one epic campaign, with results from one book carrying over to the next. We also include variable setups and the ability to adjust the difficulty settings. There's a whole lot to the game; there's a reason there are five separate rulebooks.

The game requires players to make decisions and strategic choices, but also includes the fun of chucking dice and smashing villains. It features 11 custom engraved Batarang dice and 35

additional custom engraved dice. Also included in the deluxe version of the game are 17 beautifully sculpted miniature figures, based on the style of the comic.



The game is gritty and dark (ages 14 and up), showcasing art by Frank Miller straight from *The Dark Knight Returns* comics. The game had to be accessible to hardcore and casual gamers alike, because we knew the story would bring a wide variety of gamers. No matter who you are: When you play the game, you're going to feel like you are inside the pages, playing out the story.

•••

Morgan Dontaville has worked in the game industry for 20 years. He worked as a lead developer at Mayfair games, including designing all the expansions for Steam. Other titles he's created include Spectral Rails, Asgard's Chosen, and Goats in Trees. He is the CCO at Catan Studio. Before that, Morgan worked at DC Comics in the Batgroup, most notable for his work on Batman: Hush.



Daryl Andrews is a freelance tabletop designer/developer, who began making games in 2013 and went full-time in 2015. Best known for co-designing the game Sagrada, he has been part of designing 30+ board games already released through 20+ different publishers. Daryl is passionate about making games with interesting choices, inclusive characters, and immersive themes.



Set Sail for Treasure

PORT ROYAL BIG BOX

PSD 18148E \$24.95 | Available Now!

Journey back to the 16th century and explore Port Royal where opportunity awaits someone willing to take a few risks. From award-winning designer Alexander Pfister, the Port Royal Big Box brings the popular push-your-luck card game back to the table with brand-new vibrant artwork and the entire Port Royal collection contained in one box.

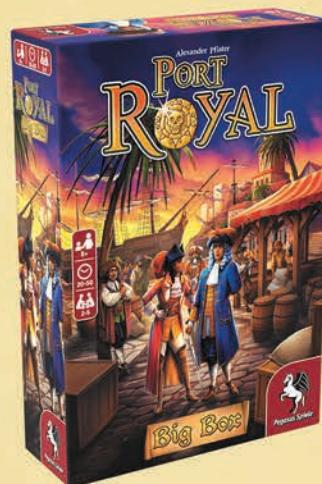
A RISKY DEAL

The ships creak as they shift in the waters crashing against the harbor. The port bustles with people moving cargo, making deals, and preparing to set sail. Opportunity awaits at Port Royal for those willing to take a risk on their next venture across the sea. Discover the many opportunities at the harbor, then trade and hire ships and crew to get yourself ahead of the other players and claim the most influence in the port.

Sailing the high seas will require confidence and a willingness to push your luck. Each player will have the chance to secure ships, hire pirates, take on passengers, and claim the favor of governors and admirals to gain profits and secure influence. On a player's turn they'll flip cards to discover the opportunities at the harbor, revealing four card types: Professions, Ships, Expeditions, and Tax Increases. After each card flip, the player must choose to stop or push their luck and flip another card. More cards could lead to more opportunities but revealing a duplicate Ship or Ship of the same color will cause a forfeit, discarding all the revealed cards. Will you take the risk and fill your cargo holds or will you end up empty handed?



Once cards are discovered and the active player decides to stop, they can trade and hire. The active player can take 1-3 cards depending on how many Ships are displayed. For example, if they pushed their luck and discovered 5 different colored Ships, they can take 3 cards. Taking a Ship from the harbor display will gain that player the number of coins on that Ship. Coins can then be used to hire a Profession card to gain influence or different abilities. Hiring a Trader will help you gain additional gold in the future when you match the color to a Ship. Gaining the favor of the Governor will let you take an



extra card. Strategic choices as you curry favor and hire your crew will help you get ahead!

EXPAND YOUR ADVENTURE

Once you've made your first deals in Port Royal, continue your adventure with the gambler promo card, two expansions, and a standalone adventure all included in this Big Box version!

Port Royal Make Sail removes the Expeditions and has fewer Profession cards, leading to a simpler standalone game that is perfect for family game night. Then when you want more variety, you

can add the Port Royal Make Sail cards to the base game for a new mix of Professions and Ships.



Looking for a solo experience or a new challenge? The Port Royal Big Box includes two different expansions. The Just One More Contract Expansion brings in new Professions and adds a new mechanic

to the game with Contracts. Contracts can be played as a competitive variant, providing an additional source of influence points to players, or as a cooperative variant with players working together to complete as many Contracts as they can before time runs out.

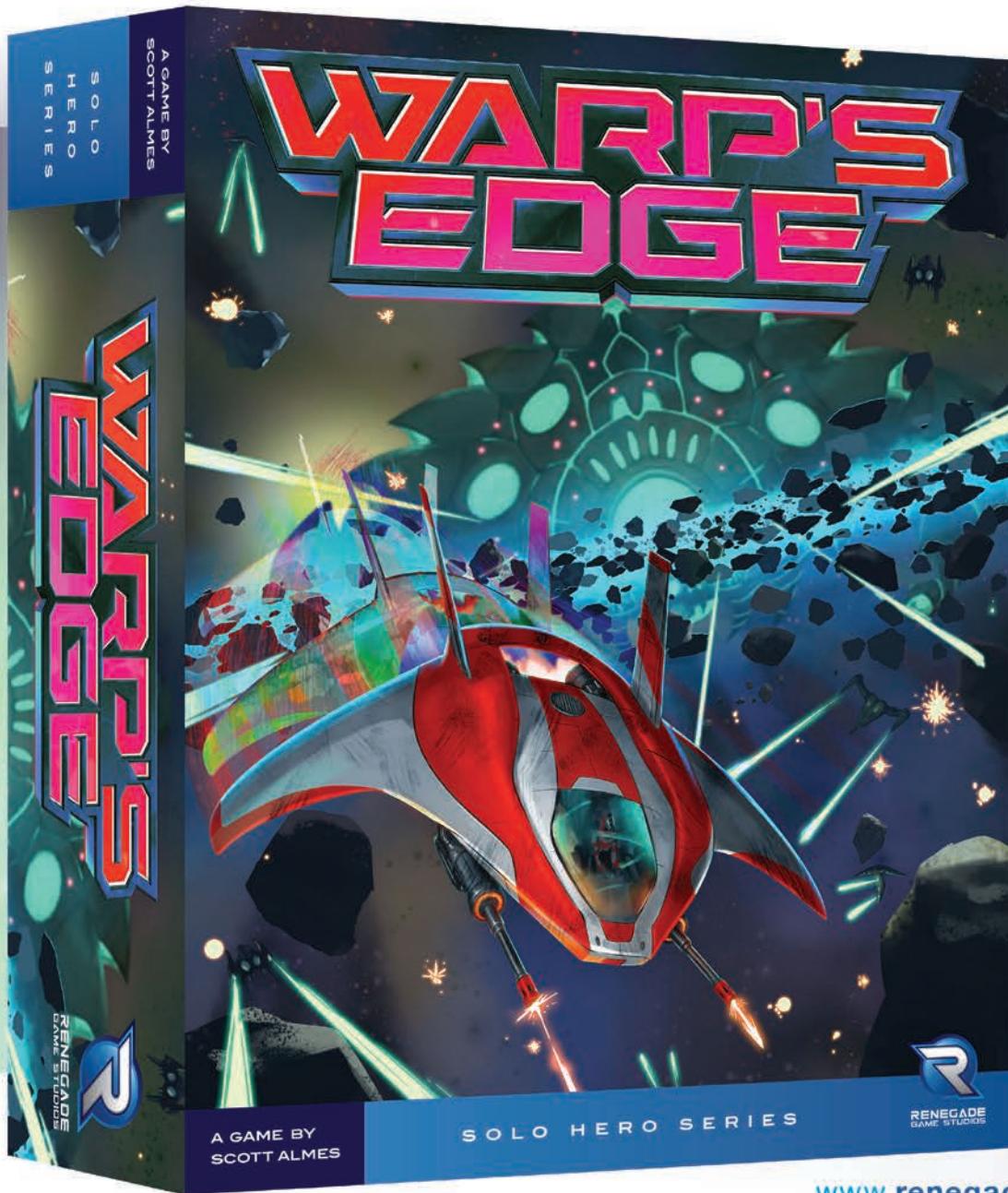
Explore the story of the high seas with *Port Royal: The Adventure Begins Expansion*. This story mode expansion brings 5 chapters to the table, which can be played solo or cooperatively or competitively with 2-4 players. Each player will have their own character with a special ability to contribute to the adventure. Reveal Events, complete Missions, and claim your place on the high seas!

Port Royal Big Box takes the classic push-your-luck mechanic and adds new layers of strategy with different character abilities, Expedition and Contract goals, and two different adventure modes: cooperative or competitive. Contact your local retailer to order your copy and set sail for adventure!





STRATEGY
Games



www.renegadegames.com

You are rookie pilot, Taylor Minde. Stranded in the far reaches of space, you emerge from hyperspace to find yourself on the doorstep of the enemy fleet! In the instant before you are blown up, you warp back to the start of the battle. The enemy fleet is in front of you again. But your laser batteries have reset, too. You have a second chance, and now you know what's coming...

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GAME TRADE MAGAZINE #265

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 265 \$3.99

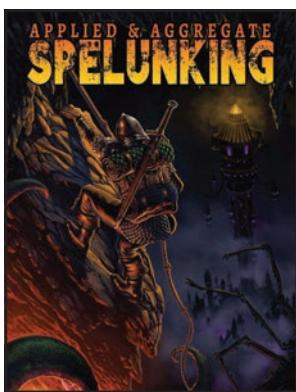
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AAW GAMES

APPLIED & AGGREGATE SPLEUNKING (5E)

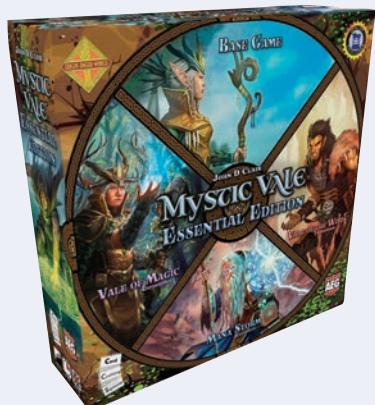
Explore the Frontier of the Underworld! Rotu, settlement atop the stalactite, beacon of hope for the weary and downtrodden, is a community unlike any other, a place where all Underworld races have come together to survive during desperate times. Situated at the frontier of the Underworld, the very edge of civilization, the region around Rotu is mostly unexplored and holds both wonders and horrors the likes of which no one has ever seen or encountered. Will your group survive long enough to help and perhaps settle in Rotu, or will they perish in the dark depths of the Underworld?

AAW A&ASPRT \$29.99



ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON



MYSTIC VALE: ESSENTIAL EDITION

In *Mystic Vale*, 2 to 4 players take on the role of druidic clans trying to cleanse the curse upon the land. Each turn, you play cards into your field to gain powerful advancements and useful vale cards. Use your power wisely, or decay will end your turn prematurely. Score the most victory points to win the game! With Card Crafting at its center and stunning artwork featured on every card, *Mystic Vale* became an award winning modern classic that has been enjoyed by gamers for years. This *Essential Edition* includes the base game of *Mystic Vale*, along with the first three expansions: *Vale of Magic*, *Vale of the Wild*, and *Mana Storm* at a very special price.

AEG 7115 \$89.99



SPACE BASE: THE MYSTERIES OF TERRA PROXIMA EXPANSION

Merging the power of Shy Plutonium with new starship technologies has allowed the U.E.S. Science Corps to reach the distant stars of Alpha Centauri, and discover the planet Terra Proxima. Strange ruins and vast fields of fungi cover much of the planet. Eager for knowledge, the U.E.S. authorizes colonization! Welcome to the second installment of *Space Base Saga* Expansions. This is a collection of games with a linked story that introduce new content to *Space Base* via a narrative structure. Not only are new ships added, but new scenarios are included as well.

AEG 7075 \$34.99

ALLEY CAT GAMES

PAPER DUNGEONS

In the game, you control a classic group of medieval adventurers: warrior, wizard, cleric, and rogue. In each of the nine rounds, you select three of the six rolled dice and use these results to raise the level of your characters, produce magic items, obtain healing potions, and explore the dungeon to face challenges and collect treasure. You'll also find three large monsters waiting in the dungeon, and you can fight them for glory.

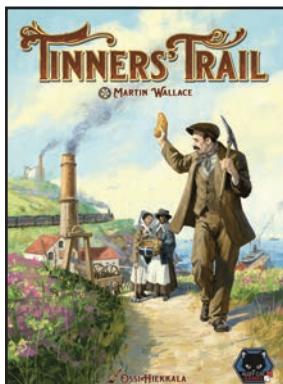
ACG 034 \$29.99



TINNERS' TRAIL

In *Tinners' Trail*, set in 19th century Cornwall, you represent a mining conglomerate at the height of the tin and copper mining industry. You must buy plots of land across Cornwall in auctions and survey them for tin and copper, always managing your 'work points' and money effectively. This new edition of *Tinners' Trail*'s player count is now 1-5 instead of 3-4, and the resources on the board are now set up via tiles instead of die rolls to maintain variability while reducing the randomness. Dual-use cards are now an important part of the game, giving you information before an auction or an extra boost after an auction.

ACG 035 \$49.99



ARES GAMES



LAST AURORA: FROZEN STEEL

Frozen Steel will introduce a new series of cards that will bring a new group of enemies into the game, that will stand between the players and the Aurora. Plus, with new Loots, Exploration Cards, and new cards for an Asymmetrical Crew, games of *Last Aurora* will gain even more depth and variability.

AGS ARTG022 \$19.90

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ARCANE TINMEN

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ATM 12607 \$8.99



PLAYMAT

ATM 20504 \$19.49

ARCANE WONDERS

PICTURE PERFECT:

5 - 6 PLAYER EXPANSION

How do you take the perfect picture of a group of people if you only have one try? Each character has different wishes. Some want to be at the front of the picture; some want to stand next to another; and some really don't want to be next to that one particular person by any means. Do your best to make everyone happy even if you don't actually know all the characters' preferences.

AWG AW10PPX1 \$19.99



BANDAI CO.

SPOTLIGHT ON

DIGIMON CARD GAME

DIGIMON TCG: ANCIENT DRAGON STARTER DECK DISPLAY (6) (ST9)

A pre-constructed deck themed around the fan-favorite Imperialdramon Dragon Mode! This deck includes Blue and Green multicolor cards which can be powered up with Set 8 New Hero! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2611042 PI

DIGIMON TCG: PARALLEL WORLD TACTICIAN STARTER DECK DISPLAY (6) (ST10)

A pre-constructed deck themed around fan-favorite Mastemon! This deck includes Yellow and Purple multicolor cards which can be powered up with Set 8 New Hero! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2611043 PI

SPOTLIGHT ON



DIGIMON TCG: NEW HERO BOOSTER DISPLAY (24) (BT08)

Cards from this set work perfectly together with two Starter Decks being released at the same time! Character that boasts top-class popularity among Digimon fans will make their debut for the first time! In addition, we included a wide variety of our beloved Digimons from the TV series and the game series. This set contains the debut of multicolor cards, a core gameplay element of this set and the two Starter Decks. Multicolor cards will expand gameplay strategies like never before, bringing newfound excitement to players! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2611040 PI

SPOTLIGHT ON

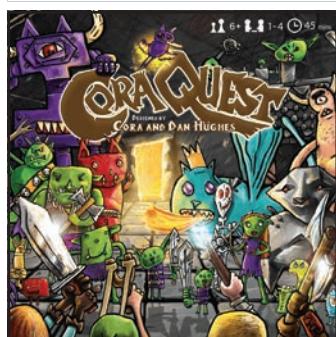


DRAGON BALL SUPER TCG: PREMIUM PACK SET 8 DISPLAY (8) (PP08)

Contains 4 Booster Packs (UW07) and 2 Limited Promo Cards (same card). NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2611047 PI

BRIGHT EYE GAMES



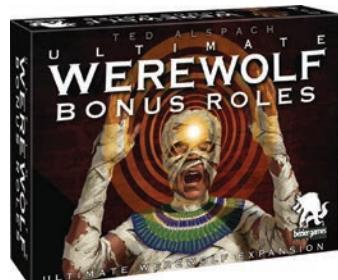
CORAQUEST

CoraQuest is an exciting and accessible cooperative dungeon crawling board game. Players work together to guide four adventurers exploring a dungeon, avoiding traps, finding treasure, fighting monsters, and sometimes rescuing a gnome called Kevin. CoraQuest is a game that kids and grown-ups can play together and get equal amounts of fun from. It's also a game that sparks creativity—providing encouragement and guidance on how to create heroes, monsters and adventures to make CoraQuest your own. All the art work in CoraQuest is based on kids' drawings brought together and stylized to

make a unique and charming-looking game.

BEG CQU001 \$40.00

BEZIER GAMES



ULTIMATE WEREWOLF: BONUS ROLES

Help is on the way with these bonus roles. Forty-five roles and two new player items will keep you howling at the moon like never before.

BEZ UWBR \$14.95



ULTIMATE WEREWOLF: PRO

You know *Ultimate Werewolf* games inside and out. Now it's time to step up to the big leagues with the Pro version. *Ultimate Werewolf Pro* contains 50 new roles, a new player item and updated rules that take you to a new level.

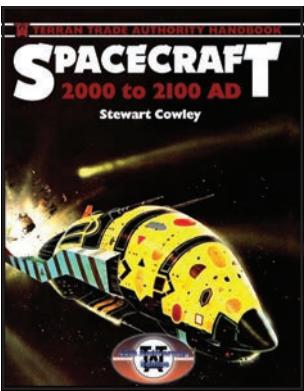
BEZ UWPRO.....\$14.95

BATTLEFIELD PRESS

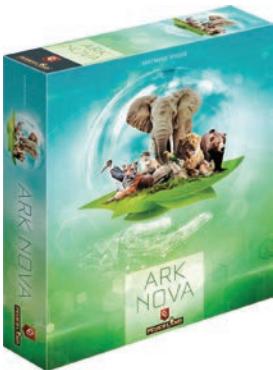
TERRAN TRADE AUTHORITY HANDBOOK 40TH ANNIVERSARY EDITION

Beginning with *Spacecraft* 2000-2100 AD in 1978, the *Terran Trade Authority* series went on to become a cult phenomenon, loved and fondly remembered by all who came across them. The *Terran Trade Authority* presented a bright vision of the future, optimistic about man's place in the universe, and featuring a strong undercurrent of mystery, wonder and adventure. In recent years the volumes have become collectors items expensive and rarely found, but never forgotten - and have gone on to influence creators around the globe. The setting has spawned two role-playing games and has been cited as a clear inspiration for the best-selling computer game *No Man's Sky*.

BPI N10\$65.00



CAPSTONE GAMES



ARK NOVA

In *Ark Nova*, you will plan and design a modern, scientifically managed zoo. With the ultimate goal of owning the most successful zoological establishment, you will build enclosures, accommodate animals, and support conservation projects all over the world. Specialists and unique buildings will help you in achieving this goal. At the heart of *Ark Nova* are 255 cards featuring animals, specialists, unique enclosures, and conservation projects, each with a particular ability. Use them to increase the appeal and scientific reputation of your zoo and to collect conservation points.

CSG FS5100\$74.95

CRYPTOZOIC ENTERTAINMENT

SPOTLIGHT ON

EPIC SPELL WARS OF THE BATTLE WIZARDS DBG: ANNIHILAGEDDON 2 - EXTREME NACHO LEGENDS (STAND ALONE OR EXPANSION)

The Battle Wizards are back in the most RADICALLY ass-burning, sorcery-slinging sequel ever: *Annihilageddon 2: Xtreme Nacho Legends!*

CZE 29217.....\$45.00

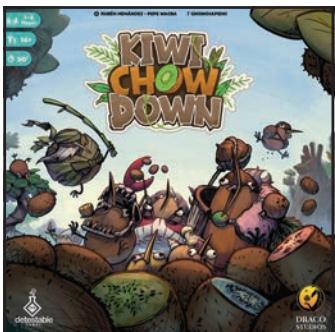


DETESTABLE GAMES

KIWI CHOW DOWN

A strategy game where kiwi birds groups eat kiwi fruits and push one another off a tropical island.

DAO 43100.....\$59.99



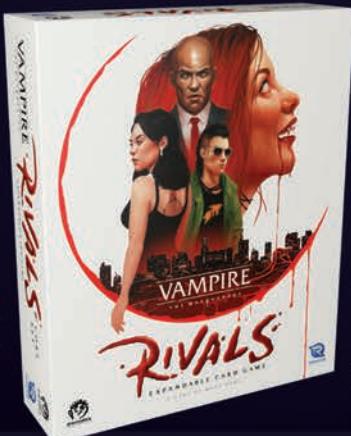
VAMPIRE THE MASQUERADE

RIVALS

EXPANDABLE CARD GAME

AVAILABLE NOW!

2 - 4 PLAYERS | 30 - 70 MINUTES | MSRP \$45 | RGS2171



LEARN TO PLAY AT

VAMPIRERIVALS.COM/LEARN

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GTO

JAN
2022

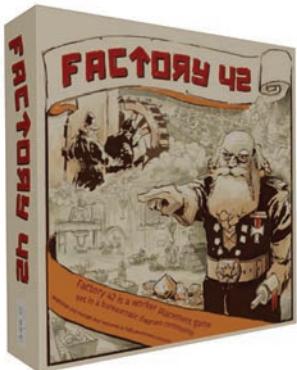
25

GAMES



GAMES

DRAGON DAWN PRODUCTIONS



FACTORY 42

Factory 42 is a Euro-style board game for 2-5 players. The game tells the story of the workweek of Marxist dwarves in a steampunk industrial setting, placing the player in the role of factory Overseers. It combines worker placement and a cube tower to create a resource management puzzle. Factory 42 is a cutthroat competitive game with elements of co-operation and deals involving Economics, Fantasy, Industry and Negotiation with a pinch of satire. Visually, Factory 42 takes its influence from 1920s Soviet Union propaganda, fantasy literature and elements of pre-WWI Prussian decor.

DDP F42.....\$69.00



MAESHOWE

Maeshowe: An Orkney Saga is a cooperative card game for 1-2 players. You will take on the roles of Vikings trapped in the Tomb of Maeshowe on the Orkney Islands in the 12th century. The game combines hand and resource management in up to 30 minutes of desperation with a lot of replayability.

DDP MAESHOWE.....\$30.00

DEX PROTECTION

DEX BINDER NOIR



BLACK

9 DEX DBN9001.....\$30.00
12 DEX DBN1201.....\$35.00



BLUE

9 DEX DBN9003.....\$30.00
12 DEX DBN1203.....\$35.00



DARK BLUE

9 DEX DBN9008.....\$30.00
12 DEX DBN1208.....\$35.00



GREEN

9 DEX DBN9006.....\$30.00
12 DEX DBN1206.....\$35.00



GREY

9 DEX DBN9009.....\$30.00
12 DEX DBN1209.....\$35.00



PINK

9 DEX DBN9002.....\$30.00
12 DEX DBN1202.....\$35.00



PURPLE

9 DEX DBN9005.....\$30.00
12 DEX DBN1205.....\$35.00



RED

9 DEX DBN9007.....\$30.00
12 DEX DBN1207.....\$35.00



WHITE

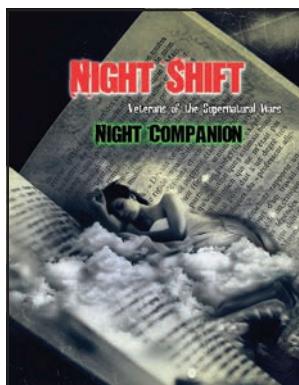
9 DEX DBN9004.....\$30.00
12 DEX DBN1204.....\$35.00



YELLOW

9 DEX DBN9010.....\$30.00
12 DEX DBN1210.....\$35.00

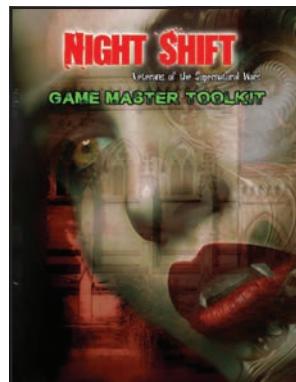
ELF LAIR GAMES



NIGHT SHIFT RPG: NIGHT SHIFT: VETERANS OF THE SUPERNATURAL WARS SOURCEBOOK

They Walk Beside You in the Night... *The Night Companion* is the first sourcebook for the *Night Shift: Veterans of the Supernatural Wars Role Playing Game*, the old-school RPG of Chosen Ones, Witches, Survivors, Psychics, and Something Weird. Within its pages, you will find four new character classes: the Divine Warrior, the Mystic Martial Artist, the Psychic Gunslinger, and the Spirit Rider; Rules for playing supernatural species including Celestials, Driven, Ghouls, Immortals, Infernals, Lycanthropes, and Vampires, expanding upon the 'Supernatural Race' option in the core rulebook. This book really blows the doors off of your *Night Shift: VSW* game!

ELG 2003.....\$25.00

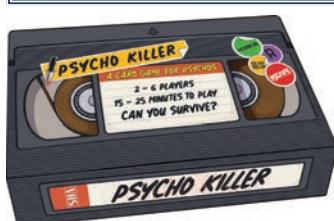


NIGHT SHIFT RPG: VETERANS OF THE SUPERNATURAL WARS GM TOOL KIT

This supplement for the *Night Shift: VSW* role playing game includes a sturdy 4-panel folding game masters screen with all the tables and information you need to run the game on one side, and attractive panoramic cover art on the other. In addition, it includes a print copy of the Quick Start rules with the introductory module By the Blood of the New Moon. Get your game started with this package and move onto the full rules to take it to the next level of play!

ELG 2001.....\$25.00

ESCAPE TABLETOP GAMES



PSYCHO KILLER

Fast-paced, strategic, and hilarious, *Psycho Killer* satirizes your favorite retro horror and slasher films. Use every cliche in the book to screw over your friends and survive the Psycho Killer!

ESC PSYC-KLLR.....\$29.95



GAMES

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PSYCHO KILLER: BLOODY MARY EXPANSION

Psycho Killer: Bloody Mary is the drinking game expansion to *Psycho Killer*. There are drinking cards and character cards, plus blank cards so you can add in your own rules. Bloody Mary is the perfect addition!

ESC PSYC-BLMY.....\$14.95



PSYCHO KILLER: GRATUITOUS VIOLENCE EXPANSION

Gratuitous Violence brings the feel of your classic 80s B-Grade Slasher film to life. With unnecessary, uncalled for, and often over-the-top violence, you'll need to use your friends as a human shield against!

ESC PSYC-GRVL\$12.95



PSYCHO KILLER: Z EXPANSION

Psycho Killer Z brings the suspicion and paranoia of your classic zombie movies to your game of *Psycho Killer*. It's not just about being attacked anymore; you can now get infected!

ESC PSYC-KLRZ\$12.95

FREE LEAGUE PUBLISHING



TALES FROM THE LOOP: THE BOARD GAME - INVASIVE SPECIES SCENARIO

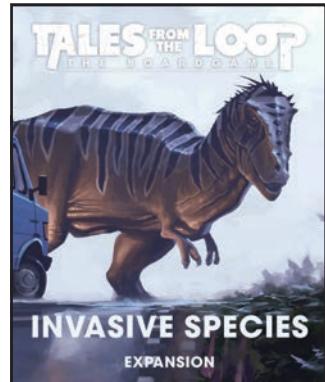
Expand your *Tales From the Loop: The Board Game* experience with some invasive species from the late Cretaceous! The school is buzzing with wild rumors about how the ice cream truck was attacked and the driver eaten?! A completely new scenario featuring the Gorgosaurus.

FLF TAL019.....\$12.99

TALES FROM THE LOOP: THE BOARD GAME

Step into the amazing world of Simon Stalenhag's *Tales From the Loop*! In *Tales From the Loop - The Board Game*, you take the roles of kids who investigate the mysteries originating from the Loop, a huge underground science facility with strange effects on the suburban landscapes around it - just make sure you're home in time for dinner! 1-5 players cooperate to discover the mysteries of the Loop.

FLF TAL07\$79.99



TALES FROM THE LOOP: THE BOARD GAME - THE RUNAWAY SCENARIO PACK

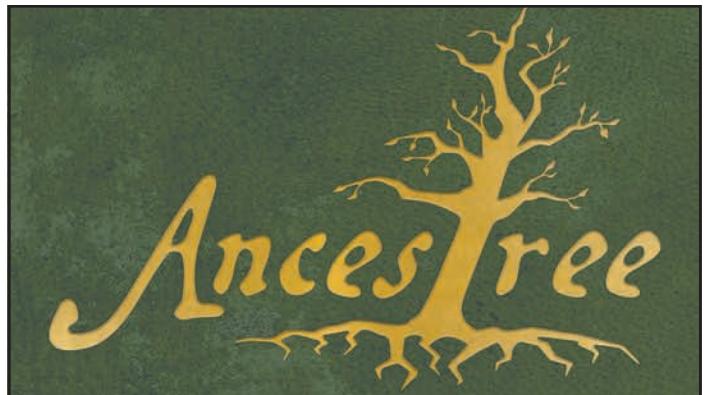
Expand your *Tales From the Loop: The Board Game* experience with this runaway machine! For the past week black vans and agents in suits have been seen in the area around the Loop. Rumors have it that they are searching for a spy.

FLF TAL021\$12.99



THE ONE RING RPG: DICE SETS

BLACK
FLF TOR007.....\$19.99
WHITE
FLF TOR006.....\$19.99



*Choose ancestors to build
the best family tree... or
they will be lost to history!*



Game play
20+
minutes

Ages
8+
2-6
players

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2022

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QUARTER 1

GAMES

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Tusk!

It's a race against time as the Ice Age approaches. You will need strength and food to survive and lots of it.

The mammoth offers your tribes food beyond your wildest dreams, but they are powerful beasts. You and your fellow players will need to team up to hunt successfully. But there can only be one master of the hunt and, to ensure that's you and your tribe, you'll need to manipulate alliances, hoard supplies, and make use of the land's many resources to become the most powerful tribe and win the game.



30+
mins.



2-4
players



Ages
10+

GF9 CAV01 \$40

Pathfinder: Level 20

Here you are, minding your own business with some of your best friends, enjoying the leftover scraps when you hear the most terrifying words you've ever heard. "I just need a few XP to hit Level 20."

In Level 20 players take on the role of Kobolds, trying to escape an XP hungry fighter or cause him to flee their den in embarrassment.

Pathfinder: Level 20 is a game of mischief and survival, will you make the hero flee, or end up on the end of their sword?

20+
mins.

2-6
players

Cup
Ages
10+

GF9 PFSF01 \$30



QUARTER 1



Dont Blink

Don't Blink. Don't even blink.

The TARDIS has crashed on a derelict spaceship, full of Weeping Angels: terrifying killers that can only be stopped by staring at them. But if you dare to stop looking, if you even blink, they'll send you out of time.

Will the Doctor and companions be able to get all the pieces to repair the TARDIS in time? Or will the Weeping Angels succeed where so many adversaries have failed before?



30+
mins.



2-5
players



Ages
10+

GF9 DWDB01 \$30

QUARTER 1

Wise Guys

You accomplish more with a smile, a handshake, and a gun than you do with just a smile and a handshake.

— Al 'Scarface' Capone

In Wise Guys, your made men and associates drive to key locations, exploiting profitable opportunities as they arise.

Outfox your rivals by striking deals, bribing and threatening to keep them on their toes.

When words fail, send in your enforcers, hard men like 'Machine-gun Jack', 'Two Gun' and 'Dynamite' Brooks.

90+
mins.

3-4
players

Ages
14+

GF9 WGUY01 \$50



BESTSELLER



Spartacus

Mastermind schemes and undermine your rivals with cards from your hand. Betrayal and treachery are your weapons of choice.

Bid against your opponents in the open market. Acquire the best new prospects for the Arena!

Pit your champion against your enemy's and wager on the results. The path to victory crosses the sacred sands of the Arena!

120+
mins.

3-4
players

Ages
14+

GF9 SPAR01 \$50

Tyrants of the Underdark

Seize the Underdark!

Take your place as a leader of a drow house and fight for control of the Underdark.

Build your deck throughout the game to recruit drow, dragons, cultists, and demon minions, and use them to assassinate enemy troops or infiltrate and control your opponents' strongholds.

Choose your strategy carefully, though, for only one house can rule the Underdark!

90+
mins.

2-4
players

Ages
14+

GF9 74007 \$60



QUARTER 1

GAMES

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BESTSELLER

GTM

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2022

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GAME TANK



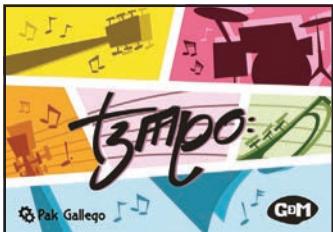
THE FARMER'S DICE TOWER

The Farmers Dice Tower is a fully functioning dice tower brick set. It is compatible with other brands of brick systems.

GTN 1001 \$20.00

GAMES

GDM GAMES



TEMPO

Welcome to the unique show of *Tempo*, where your voice harmony, rhythm and melody will be the stars. Aren't you good at singing? Do you have no rhythm? Don't worry, it'll be fun!

GDM 2140 \$10.00

GOODMAN GAMES

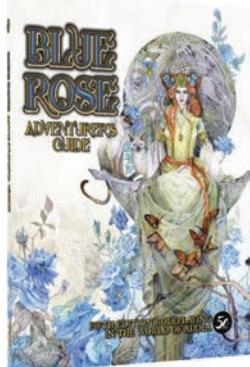


DUNGEON CRAWL CLASSICS RPG: STEFAN POAG EDITION

You're no hero. You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished. There are treasures to be won deep underneath, and you shall have them. Return to the glory days of fantasy with the *Dungeon Crawl Classics Role Playing Game*.

GMG 070F \$59.99

GREEN RONIN PUBLISHING



BLUE ROSE RPG: ADVENTURER'S GUIDE

Aldis, the Sovereignty of the Blue Rose, shines as a new light in the world after the dark age of the Shadow Lords. Envoys of the Sovereign's Finest strive to protect Aldis from threats like the Shadow-dominated land of Kern and the fanatical Theocracy of Jarzon, as well as corrupt monsters and artifacts left over from the devastating Shadow Wars. The peoples of Aldis - human, sea-folk, arcane vata, the doughty night people, and psychic, intelligent beasts known as the rhydan - unite in common cause. The *Blue Rose Adventurer's Guide* opens up the award-winning romantic fantasy world of Aldea for players of the *Fifth Edition* of the world's most popular fantasy roleplaying game.

GRR 3610 \$39.95

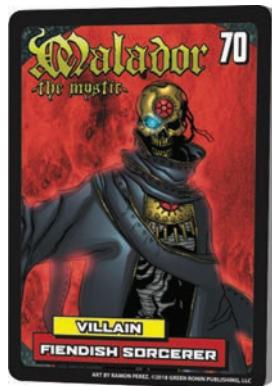
SENTINELS OF EARTH-PRIME



ELDRITCH HERO

Eldritch is a new hero for the *Sentinels of Earth-Prime* card game. Originally an archeologist in the 1930s, he is now the world's Master Mage. Eldritch is an ally of the Freedom League and provides Earth-Prime's first line of defense against mystical threats. This mini-expansion includes a unique 40-card deck, a hero character card, a variant card, and a divider that fits right in the core game's box.

GRR 3014 \$5.95



MALADOR THE MYSTIC VILLAIN

Malador the Mystic is a new villain for the *Sentinels of Earth-Prime* card game. An adept of the arcane arts, he earned the title of Master Mage in Atlantis millennia ago but betrayed his oath and his duty to humanity. Malador bargained with unspeakable evil entities from other dimensions, seeking power, knowledge, and eternal life above all else. Can the Freedom League stop his sinister plans? This mini-expansion includes a unique 25-card deck, a character card, a rulers card, and a divider that fits right in the core game's box.

GRR 3016 \$5.95



LANTERN JACK HERO

Lantern Jack is a new hero for the *Sentinels of Earth-Prime* card game. A ghost of the American Revolution, Lantern Jack's spectral form still haunts the streets of Freedom City. The light of his lantern burns blue with the light of truth, green with the light of justice, and purple with the light of vengeance as he watches over the world of the living. This mini-expansion includes a unique 40-card deck, a hero character card, a variant card, and a divider that fits right in the core game's box.

GRR 3015 \$5.95



SUB-TERRA ENVIRONMENT

Sub-Terra is a new environment for the *Sentinels of Earth-Prime* card game. It is a strange realm deep beneath Earth-Prime, where the Serpent People and the Morlocks engaged in a long and brutal war. It is a place of monsters, myths, and menaces spawned from both science and sorcery that makes an engaging battleground for your heroes and villains. This mini-expansion includes a unique 15-card deck and a divider that fits right in the core game's box.

GRR 3017 \$5.95

HALF MONSTER GAMES

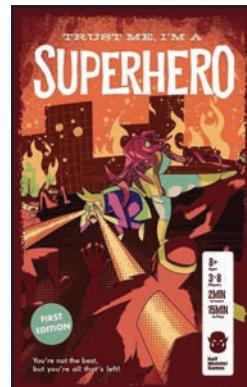
TRUST ME, I'M A DOCTOR



TRUST ME: I'M A DOCTOR

Become doctors in the 1800s competing to treat ailments like blood ghosts and plague with cures like cocaine and amputations! *Trust Me: I'm a Doctor* is a party game of dueling doctors and medical malpractice, full of fun debates and gruesome historical facts for the delight and despair of all who play!

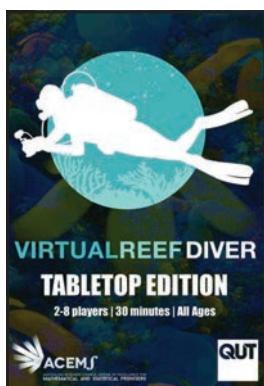
HMG BGM006 \$35.00



TRUST ME: I'M A SUPERHERO

In *Trust Me: I'm a Superhero*, you're a ragtag group of super-ish heroes who have been left to deal with the city's minor disturbances now that all the major stuff has been cleaned up by the A-Team who have since left to pursue loftier rescues. Your citizen sends calls for help to the superhero helpline, and it is up to you to best deal with anything that pops up.

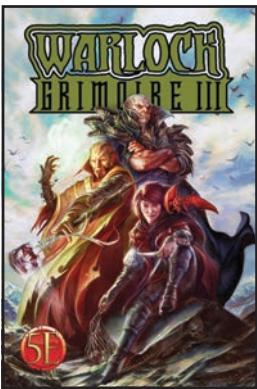
HMG BGM007 \$35.00



VIRTUAL REEF DIVER

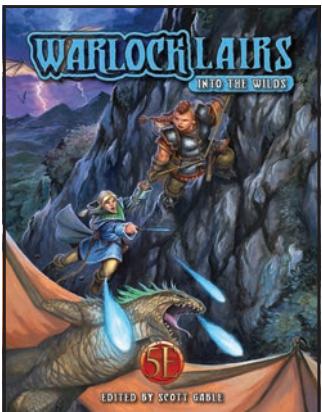
In this educational science card game, based on data science research conducted at the Queensland University of Technology, players of all ages dive into the beautiful Great Barrier Reef as citizen scientists on the frontline of Australia's fight to save the largest reef on earth.

HMG BGM0051 \$25.00


**WARLOCK GRIMOIRE 3
HARDCOVER (5E)**

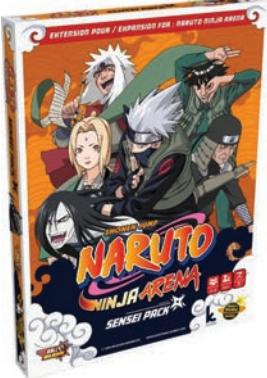
Within these dusty pages, uncover the secrets of the world—indeed, of the branches of the multiverse! Collected here are entire lost volumes of esoteric truths: the Warlock Grimoire 3. Inside, find revelations and testimonials on monsters, magic, locales, and lore of Midgard. Warlock Grimoire 3 presents the content from issues 20–28 of Warlock and includes the Warlock Guide to the Planes, answering secrets of the multiverse—and raising many more. Uncover dark truths about the Midgard campaign setting or for worlds of your own creation!

PZO KOB9276 \$24.99


**WARLOCK LAIRS: INTO THE
WILDERNESS HARDCOVER (5E)**

Warlock Lairs: Into the Wilds presents fourteen wilderness-themed Warlock Lairs, collected here with four brand-new adventures. Ranging from 1st to 10th level, there's so much to discover. The opportunities for secrets and treasures are great—and so are the risks. But you wouldn't have it any other way. Explore the wilds of the Midgard campaign setting or worlds of your own creation!

PZO KOB9290 \$29.99

JAPANIME GAMES

NARUTO NINJA ARENA: SENSEI PACK

The Sensei Pack requires the core Ninja Arena game in order to play. It adds six new ninjas to upgrade the core play. Contains one rulebook, six double-sided Ninja boards, six double-sided Power tiles, one Bite token, two Snakes tokens and one coin token.

GGD DPG1051 PI

KONAMI DIGITALEMENTERTAINMENT
SPOTLIGHT ON

**YU-GI-OH! TCG: ALBAZ STRIKE
STRUCTURE DECK DISPLAY (8)**

Dive into the story of Fallen of Albaz in the Structure Deck: Albaz Strike! Originally from *Rise of the Duelist*, Fallen of Albaz has been a central character in the storyline that played out on the cards since then and has taken on many different draconic Fusion Monster forms. This Structure Deck is built around Fallen of Albaz's powerful Fusion Summoning effect that lets him absorb enemy monsters into himself to transform and includes multiple new Fusion forms to further expand his power! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85609 \$87.92

SPOTLIGHT ON

**YU-GI-OH! TCG: 2022
GHOSTS FROM THE PAST
BOX DISPLAY (5)**

The second Ghosts From the Past set has more of everything that made Ghosts From the Past a smash hit, including even more Ghost Rares! Its not just the roster of Ghost Rares that's expanded either - the drop rate has, too, so it's twice as easy to pull a Ghost Rare this time around! On top of that, each box of the next Ghosts From the Past set has 4 packs instead of 3, giving you even more cards per box! **NOTE:** This item is sold to retail-

ers in full displays. Please contact your retailer for availability.

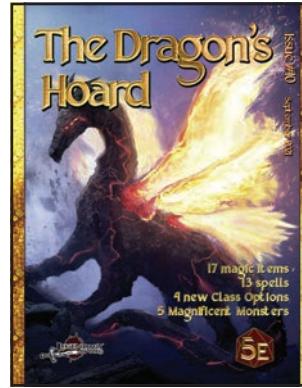
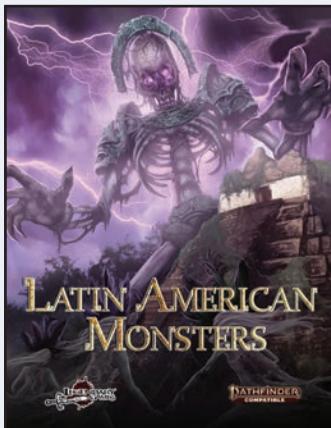
KON 85626 \$99.95

LEGENDARY GAMES
THE DRAGON'S HOARD (5E)

Class Acts, featuring new class options for your 5E heroes like the new penumbra sorcerous origin, battle domain, and college of astrology! Marvelous Monsters, featuring killer creatures across every challenge level like the benevolent mix couatl, the sin-eating jaracha, and the dreadful carreta nagua, the carriage of the dead! Join the Legendary Loot Patreon to get brand-new 5E rules content every single day plus other amazing benefits or pick up *The Dragon's Hoard* every month and get 26 pages of terrific treasures, terrifying foes.

#10 LGP 509DH105E \$12.99

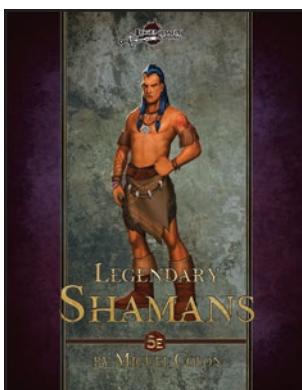
#11 LGP 513DH115E \$12.99


SPOTLIGHT ON

LATIN AMERICAN MONSTERS

Wherever your campaign takes you, you'll find an incredible collection of marvelous monsters to challenge the mightiest heroes. They are perfect for running a campaign directly inspired by the Americas, of course, but are equally awesome whenever you just need exciting new creatures your players may have never seen before! This incredible 5E monster book has been developed with a creative team of nearly 20 Latinx authors and artists from the folklore of Mexico, Brazil, Chile, Argentina, Paraguay, Colombia, Venezuela, Peru, Haiti, Puerto Rico, Costa Rica, Honduras, Nicaragua, El Salvador, Cuba, and more.

5E LGP 508LA015E \$26.99

PF2 LGP 508LA01PF2 \$26.99


LEGENDARY SHAMANS (5E)

Legendary Shamans is the latest volume in our series of class-focused player supplements for 5E, this time focusing on the master channelers of the spirit world known as shamans. This new class is a unique variant of the warlock that blends veneration of nature and the wild things that dwell therein with the myth and fantasy of animist shamanism.

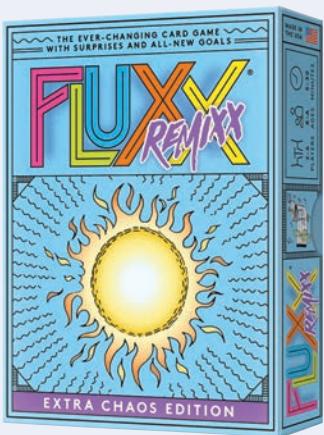
LGP 510LC315E \$13.99

SPOTLIGHT ON

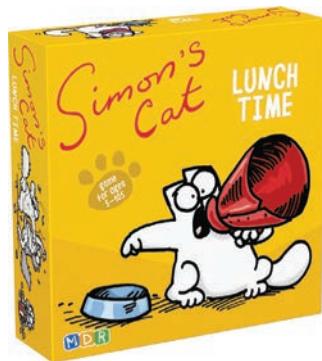
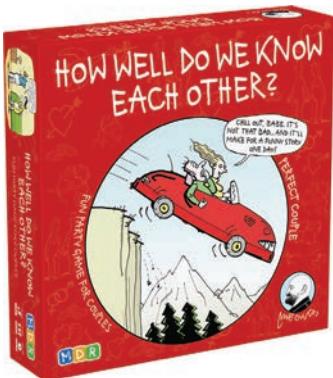
FLUXX REMIXX (DISPLAY 6)

What do you get when you start with the familiar Keepers from Fluxx and reimagine everything else? Fluxx Remixed! This version of the base game is intended to be a little more advanced and a little more chaotic than the milk and cookies version. With a whole new slate of Goals to work toward and New Rules, Actions, and Surprises that keep things hopping, you can be sure zaniness will ensue! And since this is a 'remix,' it's got musical references throughout, just for the fun of it. Here comes the sun!

LOO 124 \$16.00



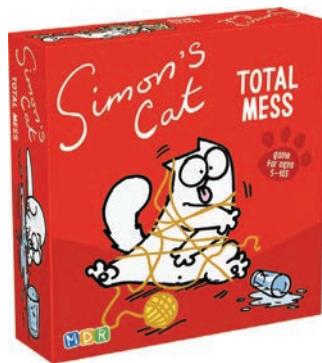
MDR PUBLISHING



SIMON'S CAT: LUNCH TIME

Simon's Cat and his friends are searching for hidden treats. Find out which pet is best at tracking them down. Be quick, score points and shout Simon's Cat! when you see that greedy cat. It's all about quick reactions and keeping your eyes on the prize! The aim of the game is to collect as many points as possible.

MDR 202 \$15.99



SIMON'S CAT: TOTAL MESS

Simon's Cat has been playing and has made another total mess! Look very carefully and point to the last object the cat has knocked over. Shout Simon's Cat! at the right time and collect as many cards from the table as possible.

MDR 203 \$15.99

MANTIC ENTERTAINMENT

DEADZONE



FORGE FATHER ARTIFICES BOOSTER

MGE MGDFZ104 \$40.00



FORGE FATHER ARTIFICE JUGGERNAUT

MGE MGDFZ401 \$40.00

KINGS OF WAR



CLASH OF KINGS 2022

This bumper edition of Mantic's annual Kings of War update introduces two brand new army lists, a campaign with new scenarios, and a raft of new background information, new maps and artwork. Learn all about the halflings and the new army created by the Wicked Ones, harnessing the power of Halpi's Rift. The annual game updates bring a slew of changes to all existing armies, plus new magic, heroes and artifacts to deliver a big and exciting update to the game for the coming year.

MGE MGKWM114 \$40.00



HALFLING GENERAL ON WINGED ARALEZ

MGE MGKWHF201 \$30.00



HALFLING HEROES

MGE MGKWHF202 \$18.00



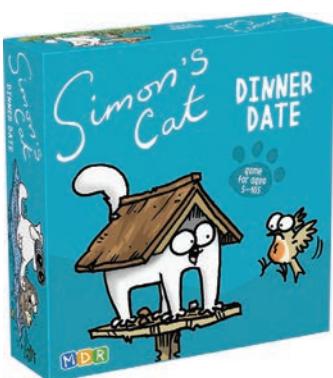
FOREST TROLL GUNNERS REGIMENT

MGE MGKWHF303 \$45.00



HALFLING POACHERS BATTLEGROUP

MGE MGKWHF304 \$35.00



SIMON'S CAT: DINNER DATE

Simon's Cat Dinner Date is a game for the whole family. It's all about quick reactions and keeping your eyes on the prize! The aim of the game is to collect as many cards as possible. Simon's Cat and his friends are searching for hidden treats. Find out which pet is best at tracking them down. Be quick, score points and shout Simon's Cat! when you see that greedy cat.

MDR 201 \$15.99



GAMES

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**HALFLING STALWARTS
BATTLEGROUP**
MGE MGKWHF305.....\$35.00



AERONAUTS REGIMENT
MGE MGKWHF402.....\$60.00



HALFLING HARVESTER
MGE MGKWHF404.....\$30.00



RIFTFORGED ORC ARMY (2021)
MGE MGKWO108.....\$95.00



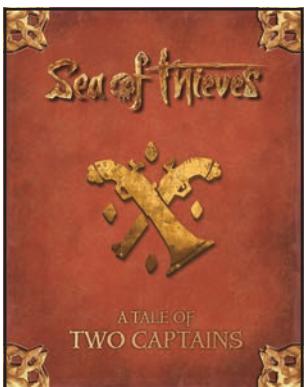
**RIFTFORGED ORC
MEGA ARMY (2021)**
MGE MGKWO109.....\$160.00

TERRAINCRATE



HAUNTED MANOR
MGE MGTC183.....\$100.00

MONGOOSE PRESS



**SEA OF THIEVES RPG:
A TALE OF TWO CAPTAINS**
Pay attention, swabbies! Something new has sailed into the Sea of Thieves. Being a pirate in the Sea of Thieves takes bravery, skill and a casual approach to death. But old pirates can get bored with the same routine: Find the X, kill the skullies, take the treasure and sell at the outpost. The last thing anyone wants is bored pirates, because that soon leads to fires, looting and cannonballs hitting below the waterline. How do you avoid bored pirates? Give them new ways to be brave, skilful and dead. What pirate wouldn't like that change?
MGP 70002\$59.99

MEXICAN TRAIN DELUXE



MEXICAN TRAIN DELUXE
Mexican Train Deluxe is a game played with a set of Double Twelve Dominoes. There are words added to the game allowing you to change the course of the game. The object of the game is to play all the dominoes in your hand by playing the dominoes on one of many trains (a line of dominoes).
MTD MT001\$35.00

MODIPHIUS ENTERTAINMENT



BLACK VOID RPG: INTO THE OBLIVIOUS DEPTHS

Into the Oblivious Depths is a quintessential Black Void adventure where the characters are thrust into a perilous journey exploring the wonders and horrors beyond Llyhn the Eternal as they search for a new home for Humanity. Welcome to the Tadh Consortium, a KaAlum faction dedicated to launching Void-traversing expeditions discovering and exploring new worlds. You and your compatriots have been hired as part of an expeditionary crew to travel the Void, investigating uncharted worlds to find a new home for humankind.
MUH 052244\$24.99

ELDER SCROLLS: CALL TO ARMS



ADVENTURER WANDERS
MUH 052272\$53.00

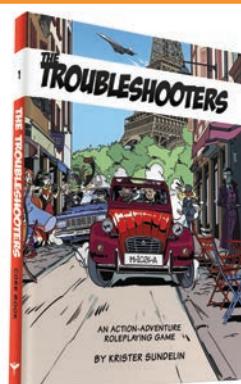


ADVENTURER DELVERS
MUH 052273\$53.00



STAR TREK ADVENTURES RPG: SHACKLETON EXPANSE CAMPAIGN GUIDE

The Shackleton Expanse Campaign Guide for the Star Trek Adventures Roleplaying Game presents a thrilling, all-new area of the Beta Quadrant to explore: the Shackleton Expanse. Countless wonders and mysteries await within, including strange spatial phenomena that confuse sentient life-forms as well as starship sensors, ancient alien technologies powerful enough to move or obliterate entire star systems, dangerous new species to encounter, and so much more!
MUH 051070\$59.99



THE TROUBLESHOOTERS RPG: CORE BOOK

Where in the world will your next adventure take you? Welcome to *The Troubleshooters*, an action-adventure roleplaying game of international mystery. Set in the mid-1960s in a world with mysterious temples hidden in the jungles, valleys that time forgot, mad scientists, space stations, spies with super gadgets and villainous organizations scheming for world control, the characters live adventurous lives all over the world. No matter if it is a hunt for lost treasure, helping someone to get their inheritance, stopping spies from stealing military secrets, or foiling The Octopus' evil plans for world domination, you just go on adventures!
MUH 052315\$48.00



THE TROUBLESHOOTERS RPG: THE U-BOAT MYSTERY

A kidnapping. A map. A lost u-boat. There is something fishy going on in Paris. The kidnapping of journalist Pierre Martin seems to be connected to a marine expedition to the island kingdom Sitomeyang on the other side of the globe. Clues point to the mysterious organisation The Octopus, whose tentacles reach everywhere. Only a band of intrepid troubleshooters can find out how all of this is connected and solve the *U-Boat Mystery*.
MUH 052318\$29.00



! NEW RELEASE

TREK 12

- Ascend the mountain peaks with this clever roll-and-write!
- By designers Bruno Cathala (*Kingdomino*) and Corentin Lebrat (*Draftosaurus*).
- Enjoy 3 different game modes for campaign, beginner, and solo play!



PAN202116 \$29.95



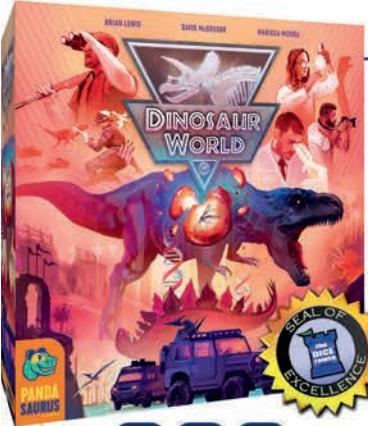
! NEW RELEASE

MACHI KORO 2

- Standalone follow-up to the best-selling Machi Koro.
- Card market is randomized each game, creating variable strategies.
- Build landmarks in any order, but prices increase for each one you have!



PAN202113 \$29.95



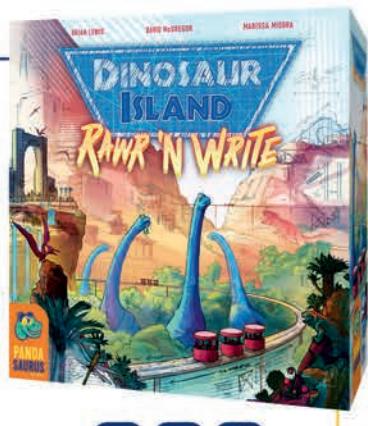
! NEW RELEASE

DINOSAUR WORLD

- Sequel to the technicolor best-seller Dinosaur Island!
- Drive your Jeeps through your park to activate unique building and enclosure effects!
- Includes three different shapes of dinosaur meeples!



PAN202106 \$59.95



! NEW RELEASE

DINOSAUR ISLAND:
RAWR 'N WRITE

- Roll-and-write adaptation best-selling Dinosaur Island!
- Draft dice to get bonuses, then use them to take actions!
- Draw your park to life with tetromino-shaped attractions and dinosaur enclosures!



PAN202107 \$29.95



★ BEST SELLER

DINOSAUR ISLAND

- Hitt title—over 50,000 sold.
- Build and manage your own dinosaur park—and mitigate customer casualties!
- Now includes THREE different types of dino meeples!



PAN201703 \$59.95



★ BEST SELLER

BREW

- Intuitive rules enjoyed by families and experienced players!
- Strategic and tactical dice placement game play!
- Whimsical & eye-catching artwork!



PAN202108 \$29.95



PANDASAURUS GAMES

WWW.PANDASAURUSGAMES.COM


! NEW RELEASE
**THAT TIME YOU
KILLED ME**

- Play simultaneously across 3 boards that represent the past, present, and future!
- Unlock new modules as you accomplish achievements during the game!
- Abstract strategy game designed for two players!



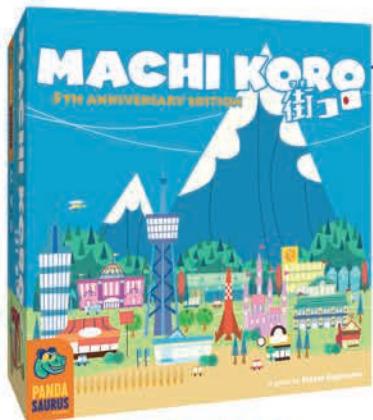
PAN202112 \$49.95


★ BEST SELLER
THE LOOP

- Quirky co-operative game full of humor!
- Take advantage of time loops to create massive combos.
- Cube placement randomized by dramatic plastic tower!



PAN202110 \$49.95


★ BEST SELLER
**MACHI KORO 5TH
ANNIV. EDITION**

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres* nominee.



PAN201821 \$29.95


★ BEST SELLER
**MACHI KORO
EXPANSION**

- Add a fifth player to your games of Machi Koro!
- Adds new ways to play and variable set-up instructions!
- Includes both the Harbor and Millionaire's Row expansions!

PAN201905 \$29.95


★ BEST SELLER
THE GAME

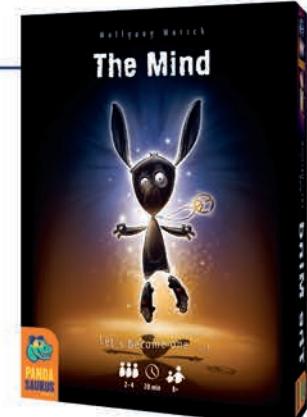
- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and *Spiel des Jahres* nominee.



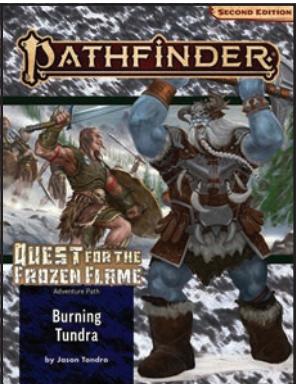
PAN201820 \$12.95

★ BEST SELLER
THE MIND

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and *Spiel des Jahres* nominee.



PAN201809 \$12.95



PATHFINDER RPG: ADVENTURE PATH - QUEST FOR THE FROZEN FLAME PART 3 - BURNING TUNDRA (P2)

Burning Tundra is a Pathfinder adventure for four 8th-level characters. This adventure concludes the Quest for the Frozen Flame Adventure Path, a three-part monthly campaign in which the heroes lead a band of nomadic hunter-gatherers across a brutal primordial landscape. This adventure also includes a gazetteer of the mountain meeting grounds called Hillcross; megafauna animal companions and ancestral gear that complement the new Mammoth Lord character archetype; and new prehistoric creatures to befriend or befriend your players.

PZO 90177 \$24.99



PATHFINDER RPG: GEARS DECK (P2)

Pathfinder Gears Deck, a companion to Pathfinder RPG Guns & Gears, provides illustrations and statistics for scores of new clockwork gadgets and inventions for creative characters to use as they tackle each new adventure. Included this deck are off-the-wall weapons like the backpack catapult and unexpected ways of staying ahead of your enemies like gadget skates!

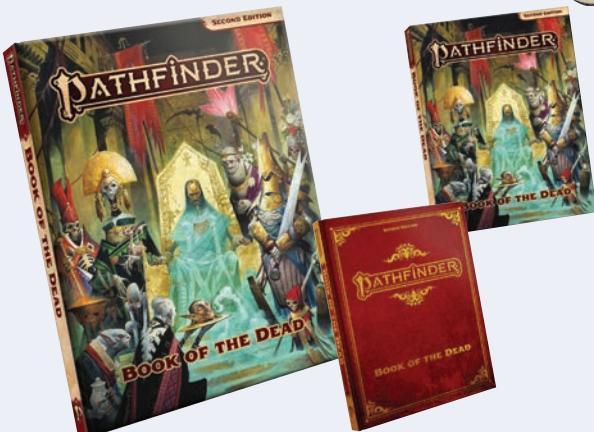
PZO 2231 \$22.99



PATHFINDER RPG: GUNS DECK (P2)

Pathfinder Guns Deck, a companion to Pathfinder RPG Guns & Gears, provides illustrations and statistics for over 100 new firearms from Pathfinder RPG Guns and Gears and supports numerous exciting firearms you can use to expand your game. With everything from black powder weapons like the musket to more unusual weapons like the mace multipistol and gun sword you'll have everything you need to blast your way through the deadliest combats!

PZO 2230 \$22.99



PATHFINDER RPG: BOOK OF THE DEAD

The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead!

HARDCOVER (P2)

PZO 2110 \$49.99

POCKET EDITION (P2)

PZO 2110-PE \$24.99

SPECIAL EDITION (P2)

PZO 2110-SE \$69.99



STARFINDER RPG: ALIEN ARCHIVE 3 & 4 BATTLE CARDS

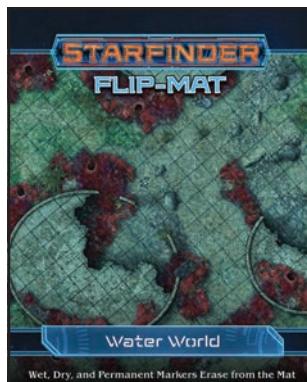
Even more aliens of the Starfinder RPG are on deck with this massive collection of over 200 reference cards featuring every extraterrestrial creature from Starfinder Alien Archive 3 and Alien Archive 4! Each 4 x 6 card is printed on sturdy cardstock and features a beautiful, full color image of a Starfinder creature on one side, while the other side provides that creature's statistics for quick and easy reference. With each encounter, show the players what their characters are facing while keeping the monster's abilities at the ready, and watch your games come alive!

PZO 7428 \$59.99

STARFINDER RPG: FLIP-MAT - WATER WORLD

Whether the heroes are exploring an ocean moon or visiting a world flooded after an environmental crisis, no Game Master wants to spend time drawing every coral reef and undersea trench. Fortunately, with Paizo's latest Starfinder Flip-Mat, you don't have to! This line of gaming maps provides ready-to-use science-fantasy set pieces for the busy Game Master. This double-sided map features the surface of a wide expanse of water featuring outcroppings of rock and coral on one side and a stretch of seabed on the other. Don't waste time sketching when you could be playing. With Starfinder Flip-Mat: Water World, you'll be ready the next time your players discover they need a bigger boat!

PZO 7330 \$14.99



PENDELHAVEN GAMES



ODIN'S PATH: DIVINER BOOK AND ELDER FUTHARK RUNES

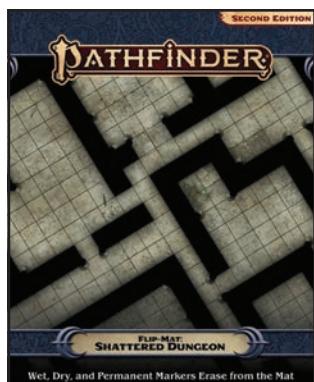
Odin's Path contains everything you require to begin your journey into understanding and using the Elder Futhark Runes. The Diviner Book is written by Andrew Valkauskas, author of the Illuminated Edda. The runes are forged in stainless steel and painted into the colours of the 3 mystical Aetts.

PNH 0108 \$59.99

PATHFINDER RPG: FLIP-MAT - SHATTERED DUNGEON

In the wake of terrible disaster, some dungeons survive as shattered ruins destined to become infested by all sorts of monsters! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. The next time your party follows up on a rumor about an ancient, partially collapsed dungeon when seeking strange treasures and stranger dangers, these maps have you covered with two different underground ruins!

PZO 30120 \$14.99



Wet, Dry, and Permanent Markers Erase from the Mat



GAMES

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POKÉMON USA

**POKÉMON TCG:
BATTLE ACADEMY (2022)**

Prepare for a Pokémon battle with the ready-to-play Pokémon Trading Card Game Battle Academy! The Battle Academy includes everything two players need to play, with guides to the decks so your first game is easy to follow. You can choose Cinderace or Pikachu to lead your team in a heads-up battle against another Trainer.

PUI 29080906.....PI

**POKÉMON TCG: LEAFEOON
VSTAR/GLAECOON VSTAR
SPECIAL COLLECTION**

A preview for our latest TCG mechanic: VSTAR. Each Pokémon TCG: Pokémon VSTAR Special Collection includes: 1 promo card featuring Leafeon V or Glaceon V, 1 etched promo card featuring Leafeon VSTAR or Glaceon VSTAR, 1 etched oversize card featuring Leafeon VSTAR or Glaceon VSTAR, 1 acrylic VSTAR marker, and 5 Pokémon TCG booster packs.

PUI 29085123.....PI

**POKÉMON TCG: V BATTLE DECK (LYCANROC V
OR CORVIKNIGHT V) DISPLAY (8)**

Unleash the powers of dusk and night with a deck led by Lycanroc V or Corviknight V! Lycanroc V leads a smashing team of Fighting types, and Corviknight V brings the crushing power of Metal types, so you can land big hits turn after turn, keep Energy in play, and master all the tricks of these two V Battle Decks! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 29081932.....PI

**POKÉMON TCG: V BATTLE DECK -
LYCANROC VS CORVIKNIGHT
DOUBLE DECK BUNDLE**

Get ready for a major Pokémon Battle with a ready-to-play double deck bundle - with extra Trainer cards! The Pokémon TCG: V Battle Deck - Lycanroc VS Corviknight includes a deck for you and one for a friend, so you can face off. You can choose either Lycanroc V or Corviknight V to lead your team in a heads-up battle against another Trainer. Then, switch up the decks and see what things look like from the other side. Can you win with both powerful Pokémons V?

PUI 29080957.....PI

**SPOTLIGHT ON****POKÉMON TCG: SWORD &
SHIELD - BRILLIANT STARS
BOOSTER DISPLAY (36)**

Overflowing with light, Arceus VSTAR descends from on high to share its celestial powers with other Pokémons V. Shaymin VSTAR, Charizard VSTAR, and Whimsicott VSTAR find themselves wielding awesome new VSTAR Powers, while Mimikyu VMAX, Aggron VMAX, and Kingler VMAX in its Gigantamax form boast tremendous strengths of their own. Discover glimmering constellations and start your journey toward stellar greatness in the Pokémon TCG: Sword & Shield-Brilliant Stars expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 18081996.....PI

WORDOKU

Fun Spelled Out!

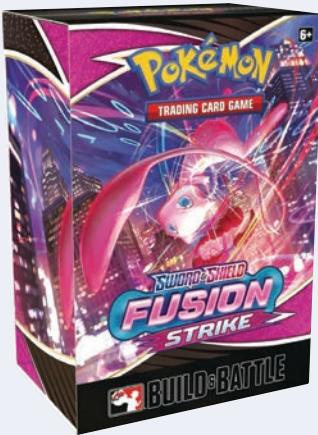
WORDOKU
Fun Spelled Out!
Created by Sergey Rostokovich

A perfect game for friends and family. Share in the fun!

Game play 20-30 minutes
Ages 8+
1-6 players

www.CalliopeGames.com

SPOTLIGHT ON



POKÉMON TCG: SWORD & SHIELD - BRILLIANT STARS BUILD & BATTLE BOX DISPLAY (10)

Each Build & Battle Box holds four booster packs and a 40-card deck, which includes an exclusive foil card you can play these decks as-is right out of the box, or enhance them with cards from the boosters! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 18087010 PI

POKÉMON TCG: SWORD & SHIELD - BRILLIANT STARS MINI PORTFOLIO DISPLAY (12)

Store up to 60 of your latest and greatest Pokémon cards in this mini portfolio. Each portfolio comes with a booster pack from the new Pokémon TCG: Sword & Shield-Brilliant Stars expansion, so you can start filling it up right away! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 18086009 PI



POKÉMON TCG: SWORD & SHIELD - BRILLIANT STARS BUILD & BATTLE STADIUM

Build two decks from a powerful set of components and then play right away, with this two-player Build & Battle Stadium set! Each Pokémon Trading Card Game: Sword & Shield-Brilliant Stars Build & Battle Stadium contains a massive set of cards, including two Build & Battle Boxes, one for you and one for a friend. Each Build & Battle Box holds four booster packs and a 40-card deck, which includes an exclusive foil card you can play these decks as-is right out of the box, or enhance them with cards from the boosters! Get ready to face your opponents with the Pokémon TCG: Sword & Shield-Brilliant Stars Build & Battle Stadium!

PUI 18085013 PI



SPOTLIGHT ON



POKÉMON TCG: SWORD & SHIELD - BRILLIANT STARS SLEEVED BOOSTER CASE (144)

Overflowing with light, Arceus VSTAR descends from on high to share its celestial powers with other Pokémon V. Shaymin VSTAR, Charizard VSTAR, and Whimsicott VSTAR find themselves wielding awesome new VSTAR Powers, while Mimikyu VMAX, Aggron VMAX, and Kingler VMAX in its Gigantamax form boast tremendous strengths of their own. Discover glimmering constellations and start your journey toward stellar greatness in the Pokémon TCG: Sword & Shield-Brilliant Stars expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 18082997 PI

SPOTLIGHT ON



POKÉMON TCG: SWORD & SHIELD - BRILLIANT STARS CHECKLANE BLISTERS CARTON (16)

Overflowing with light, Arceus VSTAR descends from on high to share its celestial powers with other Pokémon V. Shaymin VSTAR, Charizard VSTAR, and Whimsicott VSTAR find themselves wielding awesome new VSTAR Powers, while Mimikyu VMAX, Aggron VMAX, and Kingler VMAX in its Gigantamax form boast tremendous strengths of their own. Discover glimmering constellations and start your journey toward stellar greatness in the Pokémon TCG: Sword & Shield-Brilliant Stars expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 18085002 PI



POKÉMON TCG: SWORD & SHIELD - BRILLIANT STARS THREE-BOOSTER BLISTER

Overflowing with light, Arceus VSTAR descends from on high to share its celestial powers with other Pokémon V. Shaymin VSTAR, Charizard VSTAR, and Whimsicott VSTAR find themselves wielding awesome new VSTAR Powers, while Mimikyu VMAX, Aggron VMAX, and Kingler VMAX in its Gigantamax form boast tremendous strengths of their own. Discover glimmering constellations and start your journey toward stellar greatness in the Pokémon TCG: Sword & Shield-Brilliant Stars expansion!

PUI 18085001 PI

SPOTLIGHT ON



POKÉMON TCG: SWORD & SHIELD - BRILLIANT STARS ELITE TRAINER BOX

Overflowing with light, Arceus VSTAR descends from on high to share its celestial powers with other Pokémon V. Shaymin VSTAR, Charizard VSTAR, and Whimsicott VSTAR find themselves wielding awesome new VSTAR Powers, while Mimikyu VMAX, Aggron VMAX, and Kingler VMAX in its Gigantamax form boast tremendous strengths of their own. Discover glimmering constellations and start your journey toward stellar greatness in the Pokémon TCG: Sword & Shield-Brilliant Stars expansion!

PUI 18085012 PI

RAVENSBURGER



EXPLORERS

An unexplored world with floating terrain, hidden from humanity for centuries. Use the map to plan your route wisely while gathering provisions, unearthing jewels, and unlocking temples. Tally your discoveries at the end of the game to see who has become the greatest explorer of all time! Includes additional Expert Rules for experienced players.

RVN 69822 \$24.99



GAMES

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RESTORATION GAMES



UNMATCHED: BATTLE OF LEGENDS VOLUME 2 - ACHILLES, YENNENGA, SUN WUKONG, BLOODY MARY

Unmatched is the critically acclaimed, best-selling game of tactical combat between unlikely opponents. *Battle of Legends, Volume 2* provides an eclectic roster of four new heroes: Achilles enters a rage when his companion, Patroclus, falls in battle. Yennenga uses her hardy warriors to strike her enemies and shield her from harm. Sun Wukong unleashes an army of clones to befuddle his foes. Bloody Mary seems to be everywhere at once, striking with supernatural force and speed. And it's all brought to life by the stunning illustration of Zoe van Dijk and Garrett Kaida with the peerless production quality for which the *Unmatched* line is known.

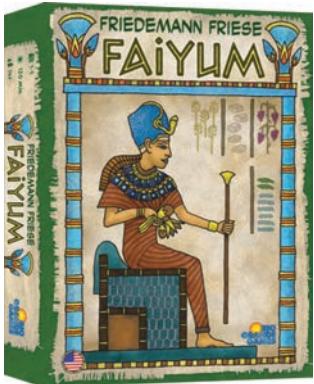
REO 9306 \$39.95

RIO GRANDE GAMES

FAYUM

During the reign of Amenemhet III, you are the pharaoh's advisors, commanded to harvest goods, build roads, found settlements, and do much more for the good of Fayum! You are being supplied with the necessary manpower, resources, and money, which means that if another advisor needs to use 'your' roads, farms, and other buildings, they may do so since everything you build is owned by the pharaoh. The only thing you will own is the only thing that matters: the respect of the pharaoh.

RGG 608 \$59.95



DOMINION: ALLIES EXPANSION

In *Allies*, the newest expansion to the hugely popular, award-winning *Dominion* series of games, the players are given 400 cards with 31 new Kingdom card piles. *Dominion: Allies* introduce new mechanisms: Allies that will do Favors for the players, and split piles that can be rotated. This is an expansion only. You must have *Dominion* or *Dominion Second Edition* to play.

RGG 612 \$44.95



R. TALSORIAN GAMES

SPOTLIGHT ON INTERFACE RED



CYBERPUNK RED: INTERFACE RED VOL. 1

Night City's voracious, choomba! It needs more places, more people, more things. More! More! More! Its never satisfied and we know you aren't either. Your campaigns can always use a little something extra to push it right over the Edge. That's what *Interface RED* is all about. In this first volume you'll find a collection of short articles previously released on our website plus new content custom crafted to improve your Cyberpunk RED adventures.

RTG CR3041 \$17.00

UPGRADE YOUR GAME NIGHT



UNSTABLE UNICORNS



LLAMAS UNLEASHED™



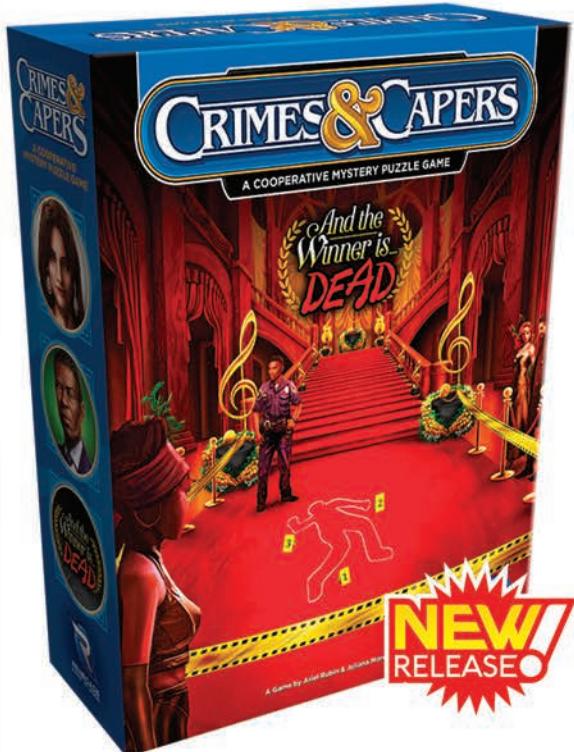
HAPPY LITTLE DINOSAURS



TIC TAC K.O. DRAGONS -vs- UNICORNS



GET THEM NOW



**NEW!
RELEASE!**

CRIMES & CAPERS

A COOPERATIVE MYSTERY PUZZLE GAME

FAMILY

CRIMES & CAPERS: AND THE WINNER IS... DEAD!

- Solve the awards show mystery!
- Combines murder mystery parties with escape room style puzzling.
- Cooperative!

RGS02314

\$35



14+

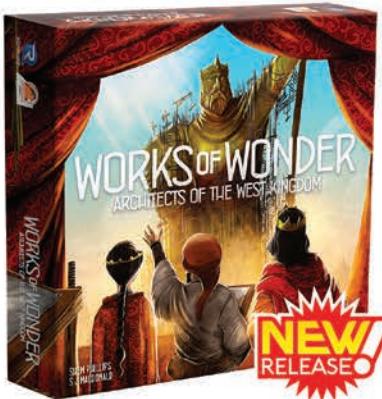


90



4-6

FEBRUARY RELEASE!



STRATEGY

WORKS OF WONDER: ARCHITECTS OF THE WEST KINGDOM

- Travel to partake in the King's latest endeavor!
- Work towards building five glorious monuments to beautify the city!
- Adds 6 new unique Player Boards!

RGS02254

\$35



SPRING RELEASE!



STRATEGY

ARCHITECTS OF THE WEST KINGDOM COLLECTOR'S BOX

- Designed to organize and store the base game and expansions!
- High quality insert organizer included!
- Includes a Promo card set!

RGS02255

\$30



SPRING RELEASE!



**NEW!
RELEASE!**

STRATEGY

ARCHITECTS OF THE WEST KINGDOM PLAYMAT

- 1 premium playmat for Architects of the West Kingdom
- Works with Architects of the West Kingdom and one or both expansions.
- High quality printing on soft fabric with a stitched edges and rubber backing.

RGS08522

NET Pricing



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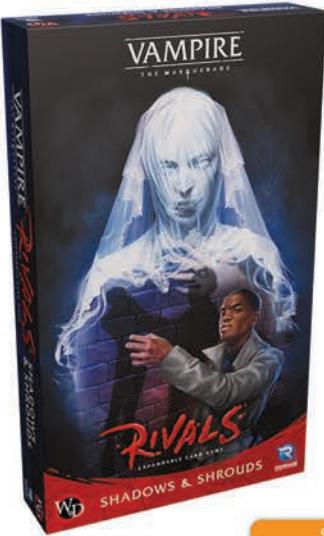
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14+

30-70

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NEW RELEASE

STRATEGY

**VAMPIRE: THE MASQUERADE
RIVALS SHADOWS & SHROUDS**

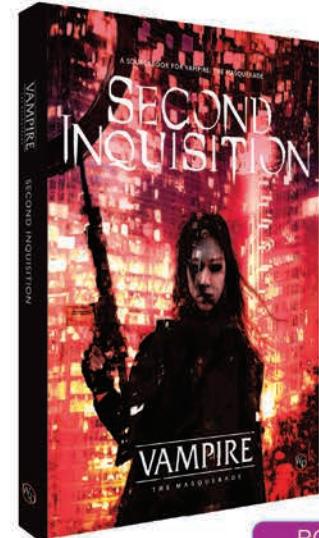
- Adds two new clans: Lasombra & Hecata
- Includes a 30 card Crypt Pack to customize your decks!
- Contains a full playset of all new cards.

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\$30

FEBRUARY RELEASE!

ROLE-PLAYING

**NEW RELEASE****SECOND INQUISITION
A SOURCEBOOK FOR
VAMPIRE: THE MASQUERADE 5TH EDITION**

- An antagonists' guide to the rising Second Inquisition
- Includes new tools to expand your chronicles
- Learn tactics your coterie can use to fight back

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\$45

MARCH RELEASE!



ROLE-PLAYING

**VAMPIRE: THE MASQUERADE
5TH EDITION ROLEPLAYING GAME DICE SET**

- Set of 18 custom dice for use with Vampire: The Masquerade
- Includes 13 Custom 16mm Black d10s & 5 Red 16mm Hunger d10s.

RGS02311

\$20

14+

FEBRUARY RELEASE!



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**G.I. JOE
ROLEPLAYING GAME CORE RULEBOOK**

- Create your own unique G.I. Joe character!
- Contains introductory adventure for your new team
- Full color hardcover book with ribbon bookmark

RGS08432

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14+

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**POWER RANGERS
HEROES OF THE GRID RANGERS UNITED**

- Beast Morpher Rangers, Omega Rangers, and the Solar Ranger!
- Take on the delusional Omega Blue Ranger, Kiya, along with her army of Tronics!
- Includes Paired Monsters and a new Triple Threat Boss for added challenge!

RGS02228

\$65

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 45-60
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**RENEGADE
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SEABROOK STUDIOS



18 HOLES (SECOND EDITION)

In 18 Holes, you'll design and build the course, you'll draft for clubs and you'll compete on course to win. Every hole is an opportunity to outplay your opponents and reach the green first. With 49 different double-sided tiles, course-adjustment tiles and twelve different game modes (including solo and two player), 18 Holes lets you tailor the playing experience to suit your crowd.

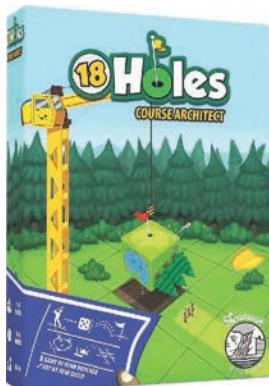
SBS 1811 \$59.99

GAMES

18 HOLES: COURSE ARCHITECT

18 Holes: Course Architect is a roll-and-write where you compete to create a golf course while satisfying the whims of the Course Planning Committee. Each round the committee dice are rolled revealing the greens, fairways and hazards that need to be placed. All players place what is shown on the dice onto their course. Players score points by designing holes of the correct length, well-placed hazards, chained holes and secret bonuses. The person scoring the most points will be regarded as the greatest course architect!

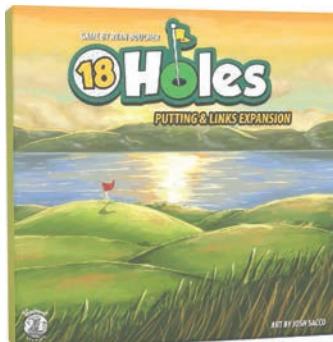
SBS 1810 \$29.99



18 HOLES: PUTTING, WIND AND COASTLINES EXPANSION

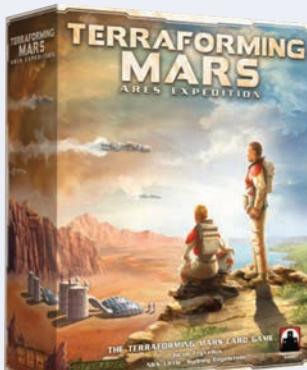
Tame the wind, play along rugged coastlines and take the competition all the way to the green in this expansion for 18 Holes. In Putting the Greens, players now need to consider their approach to the green to ensure they have the easiest putt. A Green deck is added to keep the challenge fresh for every hole. Includes new golfers, new clubs, player actions and once on the green, custom dice are used to sink the putt. This expansion is compatible with both the first and second edition of 18 Holes.

SBS 1808 \$34.99



STRONGHOLD GAMES

SPOTLIGHT ON



TERRAFORMING MARS: ARES EXPEDITION (STAND ALONE)

In the not so distant future, mankind has finally decided to spread beyond the boundaries of our world. The United Nations is giving out subsidies to any corporation who will invest time and money into the terraforming of the great red planet. Great prestige and opportunities await the company which makes the biggest impact on making Mars habitable. In Terraforming Mars: Ares Expedition, each player will take on the role of a corporation working to build oceans, raise the temperature, and increase the oxygen level in Mars atmosphere.

SHG TMCG1 \$49.99

STEAMFORGED GAMES



BARDSONG

Inspired by dungeon-crawling, roleplaying, and choose-your-own-adventure classics, Bardsung is a 1-5 player cooperative dungeon crawler that combines the best of all three to create a powerful new experience. Descend into the depths of an Ancient Forge in a branching campaign lush with narrative from the legendary Rhianna Pratchett, building unique dungeons by making decisions as you explore. Face terrible creatures in zone-based combat puzzles and level up along a classless path system to create your songworthy hero!

SFL BS-001 \$199.95

TEETURTLE

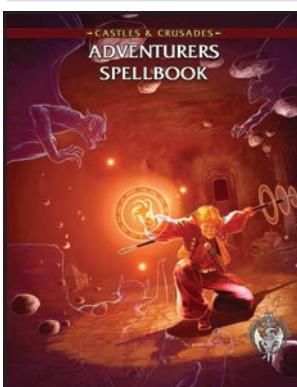
SPOTLIGHT ON



REVERSIBLE OCTOPUS PLUSHIE: WHITE SPARKLE AND GRAY

TET 2485-TY-PLD3 PI

TROLL LORD GAMES



CASTLES & CRUSADES RPG: ADVENTURERS SPELLBOOK

The heart and soul of the magic system in Castles & Crusades are the spells. And now, for the first time we have gathered the spells or C&C into one place. From a wide variety of sources, we have compiled them all in one place. They come from the Players Handbook, Adventurers Backpack, Players Guide to Alhrde, Amazing Adventures, Hallowed Oracle Players Guide & Elemental Spells! A mountainous collection for all the spellcasters.

TLG 81421 \$29.99



CASTLES & CRUSADES RPG: PLAYERS ARCHIVE

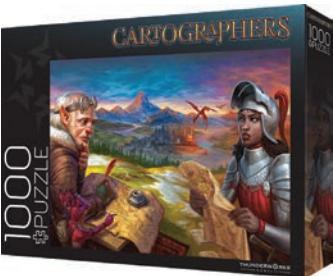
Castles & Crusades is an easy to learn role playing game, but even it could use some quick reference guides! In the Player Archive, you will find just that, with all the classes presented in the C&C Players Handbook, C&C Adventurers Backpack and some from Amazing Adventures all in one convenient book. The entries in Character Classes are alphabetized for quick and easy reference. It also includes a host of options for multi-classing your character! Most everyone wants an edge, an angle that allows them to take that extra step, achieve that extra goal, to surprise the enemy.

TLG 8522 \$24.99

TALON STRIKES STUDIOS**SHADOW NETWORK**

Shadow Network is a worker placement style game where players are deploying their agents around the globe collecting fragments of intel. These fragments are then promoted to an actionable state that can be used against a high profile target and earning player's influence the currency in the game. As the players gather intel from a city, intel is also leaked to other cities thereby potentially helping other agencies. Additional agents can be deployed but at a cost.

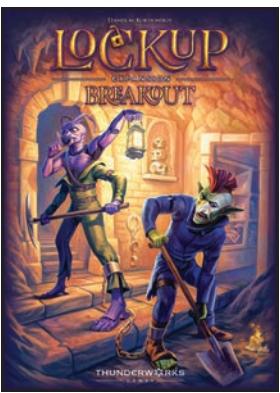
TSS 601 \$50.00

THUNDERWORKS GAMES**CARTOGRAFERS:
CARTOGRAFERS OF NALOS -
PUZZLE SERIES 1**

1000 interlocking pieces featuring art from the *Cartographers Heroes* Collectors Edition card game by Lucas Ribeiro.
TWK 9001 \$19.95

**ROLL PLAYER:
CHAMPIONS OF NALOS -
PUZZLE SERIES 1**

1000 interlocking pieces featuring art from the *Roll Player* board game by JJ Ariosa.
TWK 9000 \$19.95

**LOCKUP: BREAKOUT**

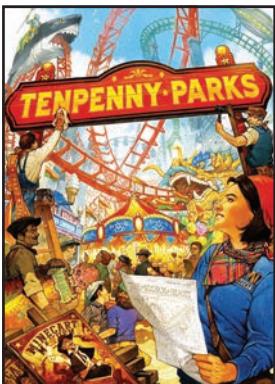
In the expansion *Lockup: Breakout*, players have new ways to earn reputation by sending their seekers to explore the subterranean passageways beneath the prison, and dedicating crew to influence the legendary inhabitants of Kulkab.

TWK 4001 \$29.95

TENPENNY PARKS

In *Tenpenny Parks* you have five rounds (months) to transform the humble town of Fairview into the home of the world's greatest theme parks. Each month, players take turns placing workers on the game board to take actions like removing trees, building concessions and attractions, and buying more property to make their growing theme parks as attractive to Visiting People as possible. Construct rides through the stone age, the American old west, the age of fantasy, the cosmos of space, and the depths of the sea!!

TWK 3005 \$59.95

**THE UPPER DECK COMPANY****LEGENDARY DBG: BLACK PANTHER EXPANSION**

King T'Challa and Queen Storm call upon the full might of Wakanda to combat the forces of evil, not only for Wakanda, but for the entire planet! All cards will feature original art! 100 cards in total. Requires the *Marvel Legendary Core* Set to play.
UDC 96940.....

PI

THE MANSKY CAPER

An offer you can't de-fuse!



**Work together. Help yourself.
Don't get blown up!**



Game play
40-60
minutes
Ages
8+
2-6
players



VS SYSTEM 2PCG: MARVEL - CROSSOVER

This Issue will expand on teams from previous releases, including Spider-Friends, The Utopia Battles, and Monsters Unleashed! Play as 2 new Main Characters and 9 new Supporting Characters! Epic competitive gameplay pits your team of Allies against your opponents! New Terrain, Battleworld Locations, and Boss Battles! Customize your new team or enhance your existing decks! This Issue comes with 55 playable cards!

UDC 96015 PI



VS SYSTEM 2PCG: MARVEL - WANDAVISION (1 OF 3)

This first issue, WandaVision, features Wanda Maximoff, Vision and more from *WandaVision* on Disney+. Each 55-card expansion adds both Heroes and Villains from the Marvel Cinematic Universe to Vs. System 2PCG! Battle with 12 new Main Characters and 24 new Supporting Characters! Customize your new team or enhance your existing decks! Epic competitive gameplay pits your new team of Allies against your opponents!

UDC 98525 PI

VS SYSTEM 2PCG: MARVEL - THE FALCON AND THE WINTER SOLDIER (2 OF 3)

This second issue pits the The Falcon and The Winter Soldier against the threats with the villains. Each 55-card expansion adds both Heroes and Villains from the Marvel Cinematic Universe to Vs. System 2PCG! Battle with 12 new Main Characters and 24 new Supporting Characters! Customize your new team or enhance your existing decks! Epic competitive gameplay pits your new team of Allies against your opponents!

UDC 98527 PI

VS SYSTEM 2PCG: MARVEL - LOKI (3 OF 3)

Assemble the Lokis and build your deck with multiple versions of the Trickster God! This 55- card set not only introduces the various Variants of Loki, but also their adversaries! Each 55-card expansion adds both Heroes and Villains from the Marvel Cinematic Universe to Vs. System 2PCG! Battle with 12 new Main Characters and 24 new Supporting Characters! Customize your new team or enhance your existing decks! Epic competitive gameplay pits your new team of Allies against your opponents!

UDC 98529 PI

UFO PRESS



VOIDHEART SYMPHONY: CORE RULEBOOK

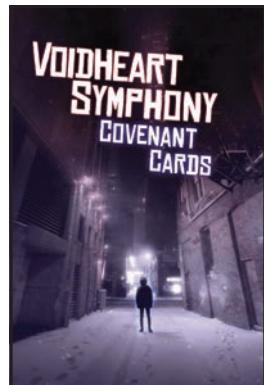
Voidheart Symphony is a roleplaying game about regular people diving into a demonfilled labyrinth to save the ones they love. It brings together dynamic action, community building, and street-level politics to make a game that's confident, vibrant and queer.

UFP 0101 \$40.00

VOIDHEART SYMPHONY: COVENANT CARDS

The *Voidheart Symphony* Covenant Cards are the perfect companion to *Voidheart Symphony*, UFO Press game of rebellion, community, justice, and awe-inspiring cosmic battles fought within the pitch-black depths of an enemy's soul. Each Covenant a relationship that the player characters can unlock through play that grants them abilities both fantastical and mundane is represented in these luxurious glossy-print cards. Drawing on the imagery of the tarot, Mina McJanda has created twenty-one iconic characters such as the mysterious Oracle, the masterful Auteur, the impetuous Chariot and the indomitable Strength.

UFP 0102 \$10.00



VOIDHEART SYMPHONY COVENANT CARDS

\$10.00



SHATTERED CITY: CORE RULEBOOK

Shattered City is a roleplaying game about occupation and revolution in a fantasy world ravaged by war. Together you'll build a city and sketch out its wonders and scars. You'll take the reins of factions working to bring freedom to this city or the foreign Guild sent to bring it to heel. You'll make the heroes of this city: bold warriors, civic leaders, and uncanny mystics. And together you'll tell the tale of this place's struggle for freedom.

UFP 0201 \$40.00



SHATTERED CITY: RESOURCE CARDS

Each of these 48 poker cards provides a new resource surplus of need for the games factions, throwing challenges and opportunities in the players path. A lack of land sees a faction penned-in and struggling for space, unable to expand; a surplus of food needs somewhere to be kept, and deciding what to do with it is its own problem. On the reverse, each card has evocative art demonstrating the resource in question.

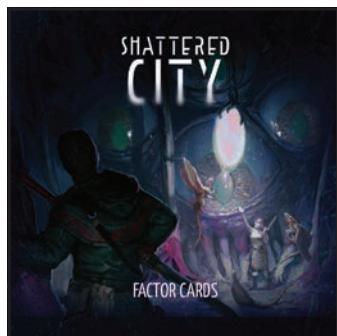
UFP 0204 \$10.00

ULTRA PRO



4-POCKET SECURE PLATINUM PAGE FOR TOPLOADERS

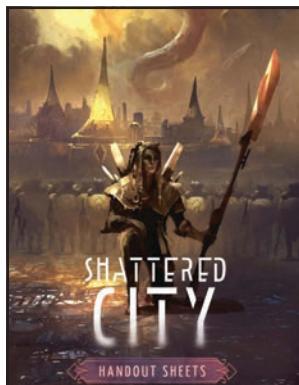
UPI 15848 PI



SHATTERED CITY: FACTOR CARDS

Bringing freedom and justice to a fractured land can be tricky. The *Shattered City* Factor Cards give you and your players everything you need to keep track of this journey. 48 poker cards illustrate the locations, power blocs and intrigue at play in your city, with space provided on each of them to customize them to fit your own campaign. Spreading out the cards allows you to quickly and easily show what's at stake and who's involved in any given conflict.

UFP 0203 \$10.00



SHATTERED CITY: HANDOUT SHEETS

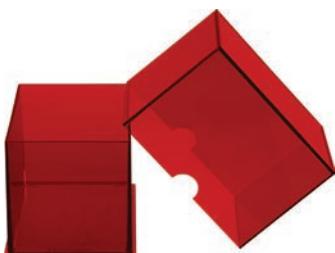
36 reusable dry-erase 21cm x 30cm cardstock sheets in a sturdy hard-plastic box. Each and every character class and faction type are represented here, giving players a convenient reference point to make their journey into Mysthea as smooth as possible.

UFP 0202 \$20.00

12-POCKET ZIPPERED PRO-BINDER - BLACK

UPI 15891 PI

ECLIPSE 2-PIECE DECK BOX



APPLE RED

UPI 15828 PI

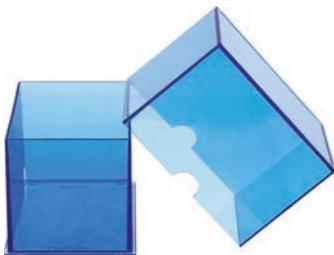


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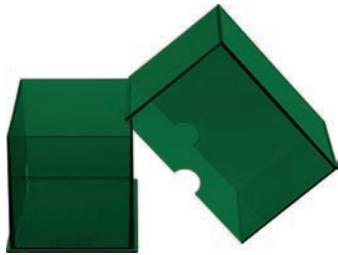
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**ARCTIC WHITE**

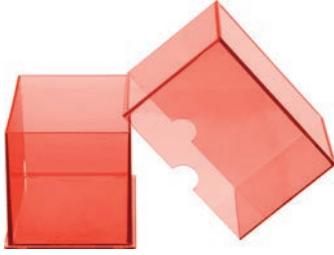
UPI 15826..... PI

**PACIFIC BLUE**

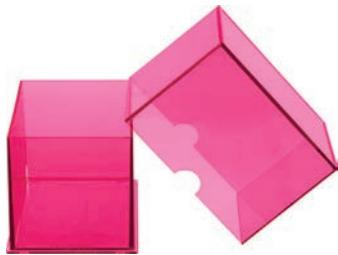
UPI 15829..... PI

**FOREST GREEN**

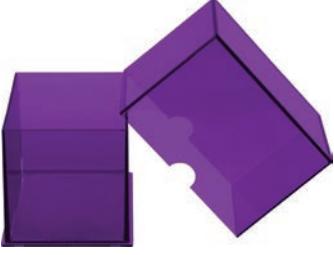
UPI 15830..... PI

**PUMPKIN ORANGE**

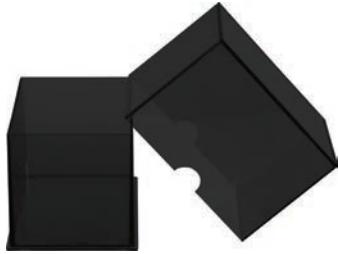
UPI 15832..... PI

**HOT PINK**

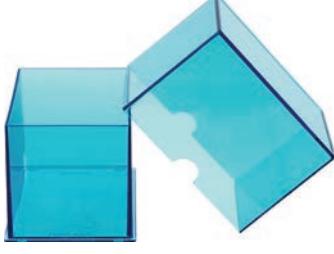
UPI 15835..... PI

**ROYAL PURPLE**

UPI 15831..... PI

**JET BLACK**

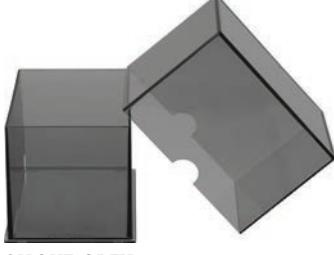
UPI 15827..... PI

**SKY BLUE**

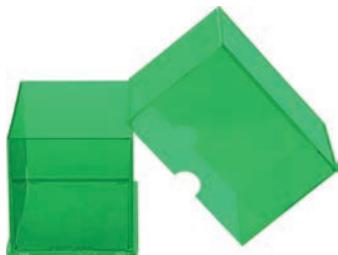
UPI 15836..... PI

**LEMON YELLOW**

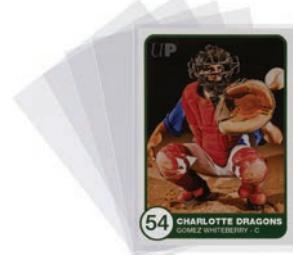
UPI 15833..... PI

**SMOKE GREY**

UPI 15837..... PI

**LIME GREEN**

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PROTECTORS: 2.5" X 3.5"**

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- 1 Custom Dice (6-Sided)
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MIND FLAYER
UPI 18574..... PI



MIND FLAYER ALHOON VARIANT
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SILVER DRAGON
UPI 18573..... PI



**SILVER DRAGON MIIRYM
SPIRIT VARIANT**
UPI 18577..... PI

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WALL SCROLL
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D20 DICE SET
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12-POCKET PRO-BINDER	UPI 19355..... PI	100+ DECK BOX V5	UPI 19338..... PI	100+ DECK BOX E	UPI 19343..... PI
100+ DECK BOX V1	UPI 19334..... PI	100+ DECK BOX A	UPI 19339..... PI	100CT SLEEVES V1	UPI 19344..... PI

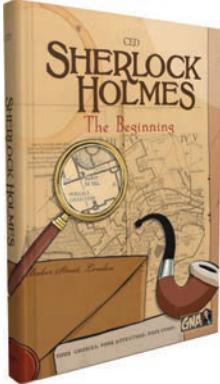


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100CT SLEEVES V2	100CT SLEEVES E
UPI 19345.....PI	UPI 19353.....PI
100CT SLEEVES V3	PLAYMAT V1
UPI 19346.....PI	UPI 19321PI
100CT SLEEVES V4	PLAYMAT V2
UPI 19347.....PI	UPI 19322PI
100CT SLEEVES V5	PLAYMAT V3
UPI 19348.....PI	UPI 19323PI
100CT SLEEVES A	PLAYMAT V4
UPI 19349.....PI	UPI 19324PI
100CT SLEEVES B	PLAYMAT V5
UPI 19350.....PI	UPI 19325PI
100CT SLEEVES C	PLAYMAT A
UPI 19351.....PI	UPI 19326PI
100CT SLEEVES D	PLAYMAT B
UPI 19352.....PI	UPI 19327PI
	PLAYMAT C
	UPI 19328PI

VAN RYDER GAMES



GRAPHIC NOVEL ADVENTURES: SHERLOCK HOLMES - THE BEGINNING

For the first time, you can see where it all began. The entire line of *Sherlock GNAs* takes place after the famed dive off of Reichenbach Falls, where Sherlock and Moriarty allegedly plunged to their deaths. Now you can see what happened after those incredible events, and how Sherlock got back in the investigatory saddle, through the eyes of his trusted friend, Dr. Watson. Sherlock trusts you to prove your deductive prowess and solve cases that have left Inspector Lestrade, and Scotland Yard, puzzled to say the least. Be careful though, not only are your investigations perilous, but Sherlock himself has little tolerance for failure. However, you choose to go about solving the mysteries, as always, it's your story, your choices, and your adventure.

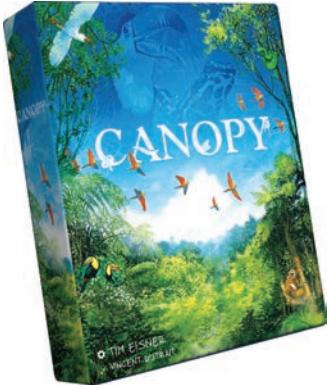
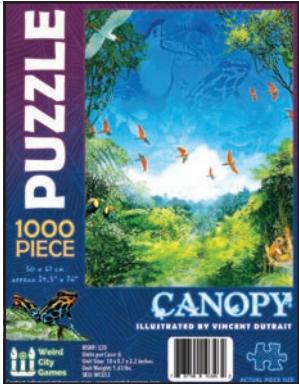
VRG GNA00.....\$22.99

WEIRD CITY GAMES

CANOPY

Canopy is a game for 1-4, where players compete to grow the most bountiful rainforest. The jungle ecosystem is full of symbiosis, and players must grow tall trees and lush jungle plants to attract the most diverse wildlife. By carefully selecting what grows in your forest you can create the ideal balance of flora and fauna and give rise to a thriving ecosystem.

WCG 011.....\$29.95



CANOPY: PUZZLE

A 1,000 piece puzzle featuring the *Canopy* cover art of multiple rainforests animals, flora and fauna.

WCG 013.....\$19.95

WARLORD GAMES



BLACK POWDER: EPIC BATTLES

WATERLOO BRITISH HEAVY CAVALRY BRIGADE

WLG 312001003.....PI

The image features a man in a tuxedo and a woman in a white dress walking down a red carpet. The woman is holding a red rose. In the background, there is a large circular logo with the words "DEADLY DINNER" and a red banner below it that says "RED CARPET in RUINS". There is also a small sign that says "THE LAST ROSE".



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WATERLOO BRITISH INFANTRY BRIGADE
WLG 312001001 PI



WATERLOO FRENCH INFANTRY BRIGADE
WLG 312002001 PI



WATERLOO BRITISH LIGHT CAVALRY BRIGADE
WLG 312001002 PI



WATERLOO FRENCH LIGHT CAVALRY BRIGADE
WLG 312002002 PI



WATERLOO BRITISH STARTER SET
WLG 311511001 PI



WATERLOO FRENCH STARTER SET
WLG 311512001 PI



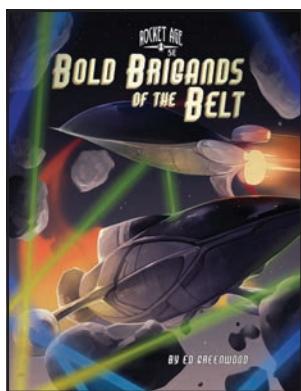
WATERLOO FRENCH HEAVY CAVALRY BRIGADE
WLG 312002003 PI

WHY NOT GAMES

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DUNGEONS & DRAGONS FANTASY MINIATURES: IDOLS OF THE REALMS

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Introducing an all new line of miniatures product by WizKids! These 2D minis are an inexpensive way to gain a huge assortment of miniatures. Perfect for new adventurers!

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This set contains 3 Huge and 2 Medium miniatures. Set includes: King Hekaton, Queen Neri, Eigeron's Spirit, Xolkin Al-assandar, Lord Khaspere Drylund.

WZK 96124 \$89.99



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

SPOTLIGHT ON

STORM KING'S THUNDER BOX 2
This set contains 3 Huge and 2 Medium miniatures. Set includes: Princess Mirran, Princess Nym, Princess Serissa, Kella Darkhope, Pow Ming.
WZK 96125 \$89.99

SPOTLIGHT ON

STORM KING'S THUNDER BOX 3
This set contains 3 Huge and 1 Large miniature. Set includes: Zephyros, lymrith, Harshnag the Grim, Yakfolk Warrior.
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Join the Adventures in the Forgotten Realms! The famous *Dungeons & Dragons* setting comes to the *Magic: The Gathering* world for the first time! To celebrate this epic pairing WizKids is releasing two pre-painted miniatures sets and a premium pre-painted figure. Collect iconic heroes such as Drizzt Do'urden, Catti-brie, Wulfgar, and many more. Are you brave enough? Gather your party to face down the Dark Queen of the web herself, Lolth, the Spider Queen!
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LOLTH, THE SPIDER QUEEN

Join the Adventures in the Forgotten Realms! The famous *Dungeons & Dragons* setting comes to the *Magic: The Gathering* world for the first time! To celebrate this epic pairing WizKids is releasing two pre-painted miniatures sets and a premium pre-painted figure. Collect iconic heroes such as Drizzt Do'urden, Catti-brie, Wulfgar, and many more. Are you brave enough? Gather your party to face down the Dark Queen of the web herself, Lolth, the Spider Queen!
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FEATURED ITEM

MARVEL HEROCLIX:
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WZK 84831 \$49.99

PATHFINDER BATTLES: SET 21
THE MWANGI EXPANSE

SPOTLIGHT ON



BOOSTER BRICK (8)

Containing some of the most iconic monsters in Pathfinder, The Mwangi Expanse brings your game to life as you collect and encounter 42 new foes. Pathfinder Battles: The Mwangi Expanse fantasy miniatures come in two product configurations the Standard Booster and the Standard Booster 8. Ct. Brick.

WZK 97530 \$159.99

PREMIUM FIGURE
ADULT CLOUD DRAGON

Pathfinder Battles: The Mwangi Expanse - Adult Cloud Dragon is the latest premium release in the *Pathfinder Battles* series of pre-painted plastic miniatures from WizKids and Paizo Inc. With its Huge size, *Adult Cloud Dragon* stands over 5 inches tall.

WZK 97533 \$49.99



PREMIUM FIGURE DIMARI-DAJI

Pathfinder Battles: The Mwangi Expanse - Dimari-Daji is the latest premium release in the *Pathfinder Battles* series of pre-painted plastic miniatures from WizKids and Paizo Inc. With its Gargantuan size, Dimari-Daji stands over 8 inches tall. Dimari-Daji premium figure features detailed painting at an eye-catching size.

WZK 97531 \$89.99



PREMIUM FIGURE MAMLAMBO

Pathfinder Battles: The Mwangi Expanse - Mamlambo is the latest premium release in the *Pathfinder Battles* series of pre-painted plastic miniatures from WizKids and Paizo Inc. With its Huge size, Mamlambo stands over 3 inches tall. Mamlambo premium figure features detailed painting at an eye-catching size.

WZK 97534 \$49.99



PATHFINDER FOAM REPLICA: LIFE-SIZED KOBOLD

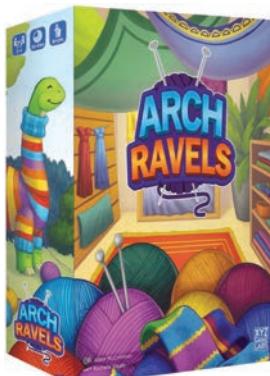
This life-sized replica stands a full three feet tall, ready to wreak havoc on anyone who enters their domain. Sculpted fully in sturdy, but lightweight foam and latex that's carefully hand painted for realistic detail. The iconic *Pathfinder* Kobold, with its sharp spear, is ready to stake their claim. Perfect for display in your home, retail store, or wherever they're likely to find treasure.

BLUE WZK 68505 PI

RED WZK 68504 PI



XYZ GAME LABS



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Play as one of 8 characters, each with their own crafting specialty. Shop the Yarn Bazaar to build up your stash. Follow your patterns to make a variety of crafty creations like; cuddly bears, warm blankets, and cozy scarves. Turn in your completed items to master a pattern, finish projects, and score points!

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Cutting Black is a plot book with the background and fallout of this blackout, and **30 Nights** is a campaign book taking runners through a full month in blacked-out Toronto. Together, these books plunge players into a new kind of action, as the Sixth World tears itself down and struggles to see what will emerge from the wreckage.

Both books are available at game stores and catalystgamelabs.com!



THE THING

THE BOARDGAME



WHO IS REALLY ON YOUR SIDE?

THE THING: THE BOARD GAME

AGS ART019 \$59.90 | Available February 2022!

At a US science base in Antarctica, the lives of its twelve inhabitants are turned upside down by the arrival of a Husky dog. They bring the new guest into their base, but it is not what it seems. The dog is the victim of an Alien form capable of modifying, at a molecular level, its own shape by assimilating the bodies and perfectly imitating their aesthetic features of its victims.

The occupants of the base realize this too late, but the doubt of never knowing who they really have at their side induces extreme paranoia in them.

Their only chance is to avoid being alone with someone, and at the same time, try to collaborate in order to escape the installation or defeat the Alien.

"The Thing", the 1982 movie directed by John Carpenter, has undoubtedly garnered a cult following in decades since its release. Clearly, Giuseppe Cicero and I are also part of this generation, and, for this very reason, we have played practically any game we could find that in some way dealt with the subject.

Personally, however, we always found that these games, nevertheless well developed, did not do justice to either the theme or the film. In each of them you felt that there was an adaptation or a reference to certain situations seen in the film, but they didn't go beyond that.

For this reason, the idea of the game I wanted to create began to take shape in my mind quite clearly, and the game had a rapid development. At a certain point, however, I realized that there was not what I call "the magic". As it turned out at that point, my design was "just" another thematic game inspired by The Thing, but there was nothing in it which made it outstanding - so the prototype ended up in a drawer, with the intention of checking it again later.



After almost four years and the experience designing my SF survival game, "Alone", I decided to restart work on my prototype, and I asked Giuseppe to participate in the development. I explained clearly what my intentions were: to bring into the game the atmosphere and the same state of anxiety that dwell in the minds of the characters during the film.

"A difficult task," Giuseppe replied, "almost impossible".

But we didn't lose heart and so we started the most difficult part of the development: the "emotional gameplay". We tried many mechanics, but each of them had something that failed to achieve its intended goal. So, we began looking for a gameplay mechanic that satisfied all our needs and after several months we managed to get





the “emotional gameplay” we wanted, which truly transforms players into the characters in the movie.

Many playtesters and gaming journalists have defined *The Thing – The Boardgame* as almost a hybrid of board and role-playing game, where the RPG feeling is induced by the mechanics of the game itself.



In the game, each faction (Humans and The Alien) can win in different ways and the choice depends on the players and on how the game proceeds. It will be possible to escape, fight, carry out tests, call for help and much more, but all of this will have to be planned very carefully as the players must eat, keep the base operational, heat it, and keep the power on, under the threat of negative consequences that can even lead to the death of the characters. To make this even more difficult, the Alien, who will initially be alone (one of the players’ characters is initially infected by the dog) is working against them.

The Alien is initially at a strong disadvantage, but with the possibility to “assimilate” the other players and bring them to their side this balance of power will swiftly shift if the Alien manages to be isolated in a room with other another player. Just like in the movie, the assimilation leaves no trace, so the other players will have no idea of what happened, maybe just the glimpse of a doubt.



It will be precisely this doubt that, with the progress of the turns, will undermine the choices of the players, leading them to not trust each other and, in fact, helping the alien to sabotage the base (one of the possible methods of victory for the Alien).

Through a mechanic based on cards and movement on the board, players carry out certain actions related to the visited places: keeping the base functioning, recovering weapons, doing tests, cooking, and more, but in *The Thing – The Boardgame*, everything happens

anonymously, so nobody will never know what another player is doing, creating a growing sense of paranoia in the players.



Staying hidden and keeping a low profile can be a good strategy for the Alien, but if it gets discovered (or if the player wants to!), it can reveal itself and take the shape of the Alien, turning his game into a hunt for the Humans. This is a central theme of the film that previous games on the subject did not consider or develop as much as we would have liked, so we decided to make it an important element of the gameplay.



Ultimately, the design experience was exalting and never frustrating. The game has changed countless times throughout its development, but looking at the eyes and expressions of our playtesters, we know in the end we got it right!

•••

Andrea Crespi, 49, is the owner of a hobby game store near Milan. He started to design games, and his first published game was 1969, in 2012, followed by Apollo XII, Potion Explosion, Alone, and now, The Thing.



Giuseppe Cicero, 49, is a lifelong gamer of board games, video games, and role-playing games. He likes reading and writing and is a passionate about the mythical 80's. The Thing is his first experience as a game designer. Very creative, he defines himself as a daydreamer, and creating and developing board games is a real safety valve.

LEARN TO PLAY

HORRIFIED

AMERICAN MONSTERS

Ravensburger

HORRIFIED: AMERICAN MONSTERS

RVN 60001940.....\$34.99 | Available Now!

Strange disturbances plague the small town of Cross Creek, and it's up to you and your fellow Investigators to restore calm to the town's unsettled citizens! Do you have what it takes? Find out in *Horrified: American Monsters*, designed by Mike Mulvihill and published by Ravensburger.

WELCOME TO CROSS CREEK

In *Horrified: American Monsters*, players are Investigators who have been selected by the Federal Bureau of Paranormal Investigation to help keep Cross Creek citizens safe. Working as a team, they'll defeat legendary American cryptids while keeping the town's terror level down.

BEWARE THE LEGENDS

During the game, players can choose how many cryptids to face depending on the desired difficulty level. There are six monsters, each represented by a miniature. Every cryptid requires a different strategy to defeat.

Bigfoot, a creature from the Pacific Northwest said to inhabit North American forests, is described as a large, muscular, ape-like creature with footprints almost two feet long. To defeat it, players will need to provide photographic proof that the elusive Bigfoot exists.

The Chupacabra, a reptilian creature that lives on the blood of livestock, hails from the southwestern United States. To win against this "goat sucker," players must save six goats from the ravenous Chupacabra and end the predator.

Players can also attempt to defeat the Banshee of the Badlands, who haunts South Dakota. This specter's companion is a skeleton who plays intoxicating music to lure unlucky travelers towards the Banshee. In the game, players must survive the skeleton's tunes and ignore the Banshee's wail to emerge victorious.

In the Ozarks, a bear-like creature with glowing eyes and horns roams along the region's mountains and plateaus. This is the Ozark Howler from Arkansas folklore, and its cry is a combination of a wolf's howl, an elk's bugle, and the laugh of a hyena. Those who see it are marked for death! Players must hunt and vanquish the Ozark Howler before they are overpowered by its cry.

Those who have seen the Mothman describe it as humanoid, winged creature which first appeared in West Virginia folklore. Legend says that supernatural events are tied to this being's sightings, like the 1967 Silver Bridge collapse in Point Pleasant. To defeat this harbinger of doom, players must "arm" Trap tokens to slow down and overcome the Mothman.

Finally, players can face off against the Jersey Devil – a creature described as kangaroo- or wyvern-like with a horse or goat head, leathery bat wings, cloven hooves, and a forked tail all at once. The Jersey Devil moves quickly and emits a blood-curdling scream. Players will need to find out which of Cross Creek's residents is secretly the Jersey Devil and stop the madness before the creature

creates enough fear and confusion to leave the town paralyzed in terror.

INVESTIGATORS AND MONSTERS FACE OFF

Players take turns made up of two different phases: The Investigator Phase and the Monster Phase. During the Investigator Phase, they'll take actions based on the Investigator they are playing. They can choose to move through different locations in the town, pick up and share items, guide Cross Creek citizens, perform special actions, advance a Monster's challenge, or defeat a Monster if specific goals have been met.

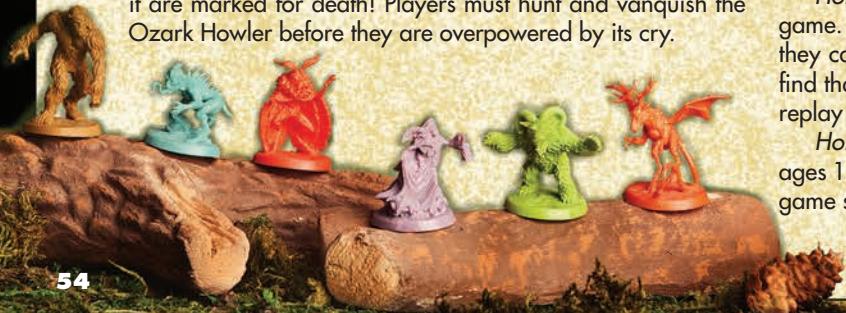
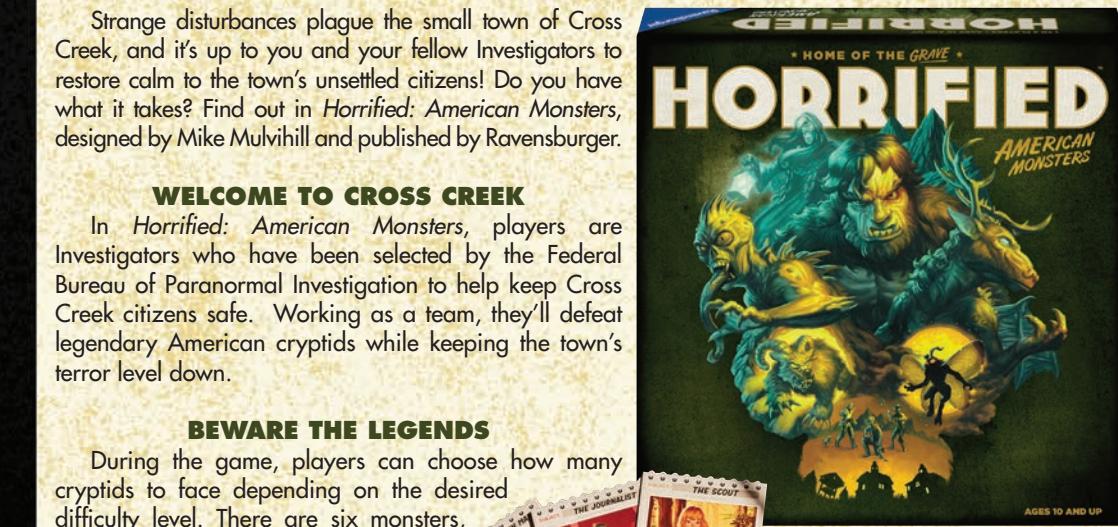
During the Monster Phase, the cryptids will stalk and strike! To determine which Monster will attack first, players draw a card from the Monster deck which specifies what Monster it activates, where it will move, and what it will do. This card may also determine whether an additional citizen will be put in play and what location they'll start in. Investigators will need to shepherd helpless Citizens to their respective safe location before a Monster gets close enough to strike. In contrast, Investigators can defend against an attack by discarding items. If they do not have any or choose not to use them, they will be defeated, and the terror level will rise! However, this doesn't take a player out of the running. Instead, they'll begin their next turn at the Hospital.

ANSWER THE CALL

Horrified: American Monsters is an excellent beginner's strategy game. Beginners will find it's easy to learn and simple to set up so they can start playing in a matter of minutes. Seasoned gamers will find that the different Monster complexity levels will provide plenty of replay value and hours of enjoyment.

Horrified: American Monsters is intended for one to five players ages 10 and up and plays in an hour. Look for it at your friendly local game store and get ready to save the town of Cross Creek!

...



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PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR

EPISODE #43: ASSEMBLING FRAMEWORKS!

GTM EXCLUSIVE

Welcome to the latest "episode" of *Painting Happy Lil Minis* in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page – Thursdays evenings at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

PUTTING TOGETHER MINIATURES CLIPPED FROM PLASTIC SPRUES...

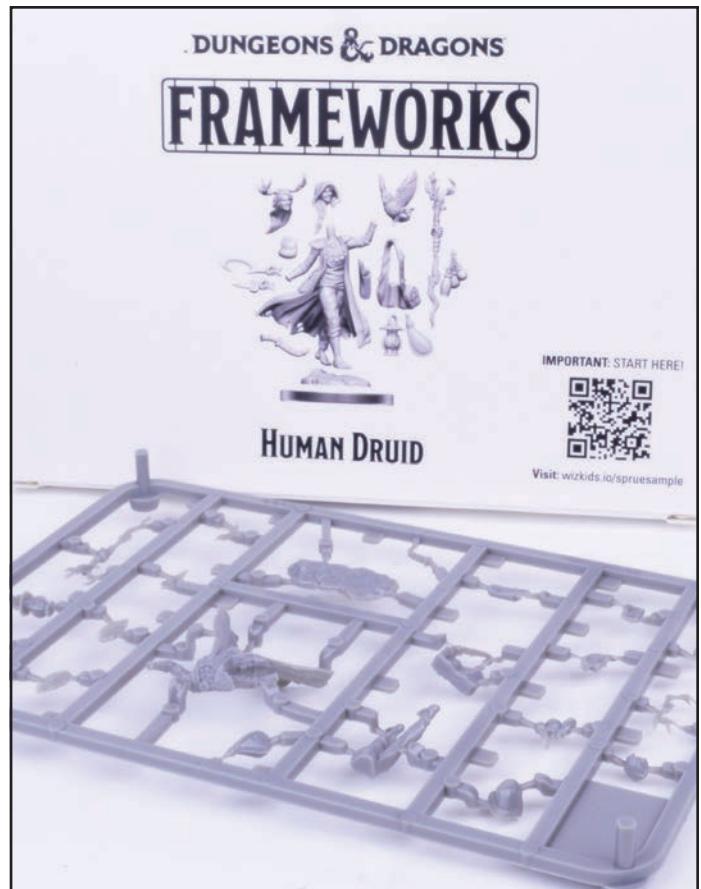
For many years, miniatures juggernaut Games Workshop have presented almost 100% of their miniatures in high-impact polystyrene (HIPS) plastic, in components attached to sprues (the common term for the frame).

Over the last decade or so, a handful of miniatures manufacturers have made the plunge into the HIPS market, including Warlord Games, Wyrd, and now WizKids who already have massive ranges of adventurers, adversaries, and terrain in softer PVC plastic. The biggest benefit of making miniatures from HIPS is that they are very sturdy and retain a LOT of detail.

Miniatures presented in this way can be multi-pose (like many of the kits from Games Workshop), mono-pose (like those from Wyrd), or a hybrid of the two, like these Frameworks minis. The core miniature has a single pose for the legs and torso, but each has a variety of heads, arms, weapons, and accessories, allowing the painter to assemble the mini in one of a variety of ways.

And that's one of the biggest differences between WizKids' existing Nolzur's Marvelous Miniatures/Deep Cuts ranges and these Frameworks miniatures – to get these new minis ready for painting, you need to remove the parts you have chosen from the sprue, clean up any mold lines, and then assemble them before you can start the painting process.

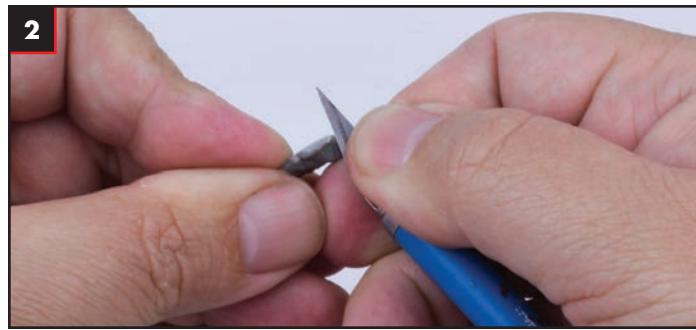
Here at Painting Happy Lil Minis, we are very excited to start painting these, and to see what wonderful characters are released in the future.



The miniatures used as examples at the top of the page (and opposite) are from the Frameworks range, recently launched by WizKids, licensed for Dungeons & Dragons. At the time of creating this article, there are four different models, with many more planned.



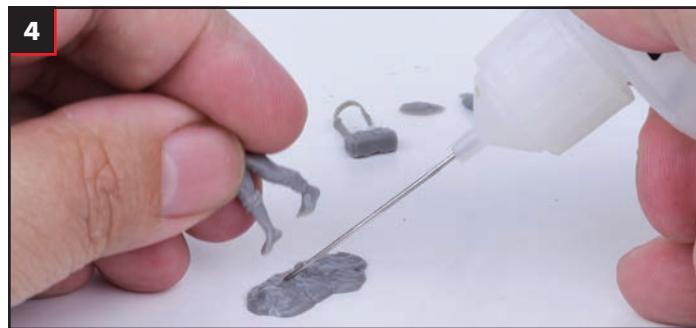
Carefully clip your chosen pieces from the plastic sprue using a pair of side cutters (clippers that are flat on one side).



Carefully scrape along the edges of the pieces with a sharp hobby knife to remove the mold lines.



Ensure all of your chosen components are cleaned of mold lines and the little connection point nubs.



Use polystyrene cement to start gluing the components together. Start by gluing the legs to the base.



As you are gluing components together, make sure you add those closest to the body first, before adding others.



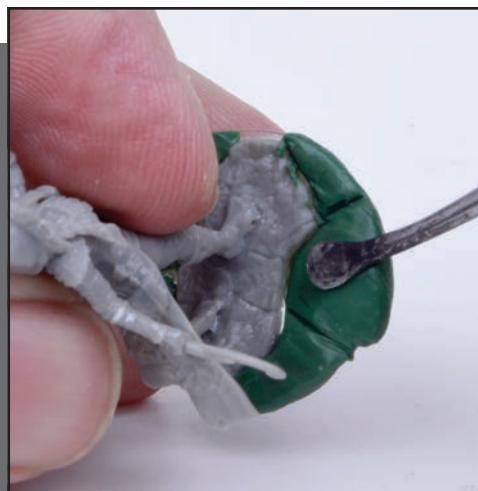
Some pieces, like this owl, can be assembled first before gluing them to the miniature.

ENHANCING THE BASES

These Frameworks miniatures come with a stone-style base on the sprue, and clear plastic base separately in the box.

You can use either or both, but if you choose to use the clear base, you can also add extra texture to improve the look of your finished models.

For the models I assembled, I've decided that they'll be inside a dungeon or cavern most of the time, so I have used some greenstuff putty and a sculpting tool to add stone flooring to the flat areas of their clear bases.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 11,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



DUNE: BETRAYAL (GF9 DUNE06)

From Gale Force Nine, reviewed by Eric Steiger



10 & Up



4 - 8 Players



30 Minutes



\$25.00

"Walk without rhythm, and you won't attract the worm." My chief complaint about *Dune: Betrayal* is that you don't get to play as Shai-Hulud. Then again, as a social deduction game where the main goal is to figure out which role each of the other players has, the giant sandworm would probably be a little too obvious. Alas.

In any case, each player is dealt a noble or fighter from one of the two rival houses, Atreides or Harkonnen. Based on that role, you keep two of the 3 different Trait cards in front of you, face down: nobles keep both house cards (so that their allegiance can't be discovered no matter what), whereas fighters keep their house card, and the fighter card. During play, you'll have the opportunity to sometimes see other players' Trait cards, so this is the mechanic by which you'll learn other players' roles over the course of the game (or at least try to). When you eventually prepare for the final battle, you will almost certainly have incomplete information on who your allies and enemies are, so your goal until then is to gain as much knowledge as possible before you have to commit to the fight.

The treacherous Harkonnens, however, do get one advantage: once identities are assigned and Trait cards are placed, all players close their eyes and the Harkonnen fighter(s) raise their hands. Each Harkonnen noble, one at a time, gets to look at who their fighters are.

Actual gameplay starts with three action rounds - you will have a pool of 3 face-up cards next to the deck, and on each player's turn (each action round consists of each player taking a turn), you choose one of the cards, put it in front of you, and perform the action it says on it. This might be a matter of saving it for an effect in a later round, or it may allow you to do something immediately. The most likely immediate effect is to look at one of a player's Trait cards, giving you information about that player's identity. After you look at a Trait, you place it back face down and turn it sideways, "shielding" it. Shielded cards can't be looked at by anybody else. Additionally, each action card has a symbol on it corresponding to either a house, or a role (noble or fighter). For each action card in front of you whose symbol matches your identity, you'll score an additional point for your team at the end of the game...but it could tip off your opponents as to who you are.



Once each player has 3 action cards in front of them, the Targeting rounds begin. Each player has two Target cards: Attack, and Defend, which they will play face down on another player's



identity. In general, you want to play your Attack card against your opponent's nobles, and Defend cards on your allies. You can also use action cards that indicate they're meant for the targeting round, such as playing the Atreides sigil and the Assassin token on other players. The Atreides sigil benefits Atreides players and does nothing for Harkonnen players, whereas the Assassin harms Harkonnens and does nothing to Atreides (slightly balancing against the fact that the Harkonnen noble knows who their fighters are). No more than 3 Target cards can be played on any player.

After each player has played both their Target cards, you start the final battle. Each player, one at a time, reveals their identity and scores. Atreides nobles lose 2 points for each Attack card they're targeted by; Harkonnen nobles only lose 1. Fighters (of either house) only lose a single point if they're targeted with attacks, regardless of how many. Each Defend card targeting you scores you 1 point, as does each of the symbols on your action cards matching your identity. You adjust the score tracker based on your score, and once each player has done that, it will determine whether Atreides or Harkonnen wins.

Dune: Betrayal has several interesting mechanics, including the Trait cards, the action symbols, and the targeting cards. Remembering all of the quirky little rules that make it asymmetrical takes some practice, but isn't overly difficult, and like any good social deduction game, everything you do is cause for suspicion, all of the time. If you like social deduction games like *One Night Werewolf* or *The Resistance*, *Dune: Betrayal* is a relatively inexpensive investment for a game you're likely to enjoy.

•••

Eric is your friend, and friends wouldn't let you play bad games.



ARMIES & LEGIONS & HORDES

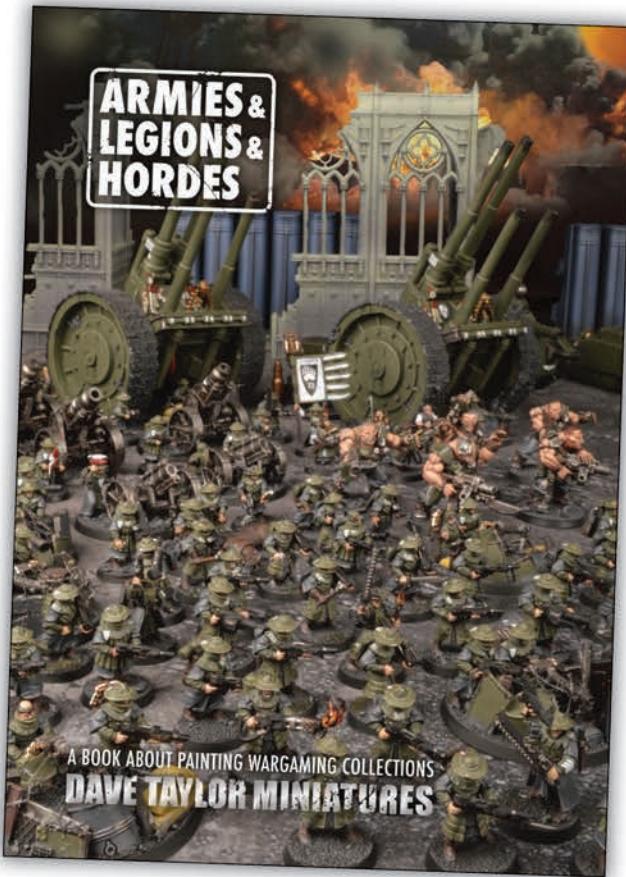
A BOOK ABOUT PAINTING
WARGAMING COLLECTIONS,
BY DAVE TAYLOR

10,000 miniatures and more! That's how many wargaming models Dave Taylor has painted over the last 30 years. That's dozens of armies, for some of the most popular wargames systems (and some of the most obscure, too!) During that time, Dave has had a LOT of conversations with other wargamers about the "what", "why", and "how" for such large projects. In this 176-page, hardback book, he compiles three decades of knowledge about completing wargaming armies on a regular basis, covering the following themes in detail:

- INSPIRATION • AIMS & EXPECTATIONS •
- PLANNING • MOTIVATION •

To illustrate his points, Dave has also included detailed photographs of a dozen of his more popular projects, including: the Genswick 33rd Rifles, his Warlord Titan, and his Ogor Mawtribes army.

**AVAILABLE NOW
\$50 MSRP**



FORGING A GOD MACHINE DOMITOR FORTIS, WARLORD TITAN TAKING ON A COLOSSAL TASK

In previous chapters I've described some of the larger-scale wargaming projects I've undertaken, especially the creation of a Warlord Titan army.

I thought the Warlord Titan was a bit of a misnomer.

"Warlord" sounds like a general or a commander.

"Titans" are the size of mountains.

It's not like you can just march them into battle.

They're not even meant to be used in combat.

They're supposed to be used in a

display case.

Or at least that's what I thought.

But then I started reading the

rules for Warhammer 40,000.

And I realized that they were

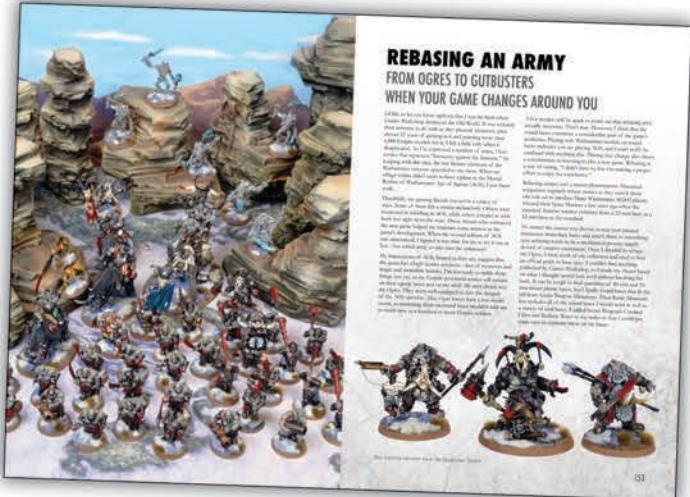
meant to be used in combat.

So I decided to give it a try.

And I'm glad I did.

It's been a lot of fun.

And it's been a lot of work.



REBASING AN ARMY FROM OGRES TO GUTBUSTERS WHEN YOUR GAME CHANGES AROUND YOU

If this is the first time you're reading this column, welcome back to the 10th edition of *Rebasing An Army*. This month we're continuing our look at the process of rebasing an army from one game to another. Specifically, we're going to look at the process of rebasing an army from Warhammer Fantasy Battle to Warhammer 40,000.

Now, I know what you're thinking: "Wait, didn't you just do that in the last issue?"

Yes, I did. But that was for a different army.

This time, we're looking at a different army.

Specifically, we're looking at the process of rebasing an army from Warhammer Fantasy Battle to Warhammer 40,000.

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WONDERLAND FLUXX (LOO 115)

From Looney Labs, reviewed by John and Isaac Kaufeld



2 - 6 Players



8 & Up



5 - 30 Minutes



\$16.00

If any piece of literature deserves to be enshrined in a *Fluxx* deck, Lewis Carroll's *Alice in Wonderland* stories certainly qualify. What else would you do with a world of disappearing cats, bottles labeled "drink me," and talking caterpillars with hookah pipes than put them into a card game with ever-changing rules?

In *Wonderland Fluxx*, Andrew Looney and the team at Looney Labs bring the world of Alice, the Red Queen, the White Rabbit, the Mad Hatter, and the rest of them to life on a game table near you.

Let's drink the bottle (the one with the label, not the other one), run through the Strange Door, and explore five things you need to know about *Wonderland Fluxx*.

ABSOLUTELY AMAZING ARTWORK

Wonderland Fluxx draws its material from Lewis Carroll's *Alice's Adventures in Wonderland* (1865) and *Through the Looking-Glass*, and *What Alice Found There* (1871).

The game uses many of the 92 famous illustrations drawn for those editions by Sir John Tenniel, along with some additional art penned by Andrew Looney himself.

The effect is simply stunning. Seeing the cards spread out on the table in the middle of a game is like playing inside a storybook.

BRINGING HOME THE THEME

As they did with other themed *Fluxx* games in the past, the Looney Labs team skillfully weaves the story throughout the majority of the game's 100 cards.

Classic quotes show up in card titles throughout the deck. Keeper cards adorned with all of Tenniel's main character drawings set you up for victory. Goal cards remind you of specific moments in the story, from Alice falling Down the Rabbit Hole to her part at the Mad Tea Party to the Queen demanding that someone paint her flowers red.

OUR FAVORITE CARDS

It's hard to pick out favorites from such a rich set of options, but a few cards really stood out.

I loved the goal card for Alice and the Mad Hatter, because the Hatter's riddle, "Why is a raven like a writing desk," always makes me laugh. Likewise, the five themed action cards recalled favorite moments from the books, especially Alice's go-to phrase Curiouser and Curiouser.

For some reason, the keeper card for the Oysters made me sad, especially after I saw the goal card Things That Vanish, which requires a player to have the Oysters and the Cheshire Cat in order to win. (I'm rooting for you, Oysters!) And then there's the art on the Jabberwock card, which will probably haunt my dreams for a few weeks. Ew.

HOW YOU WIN

As the name implies, a game of *Fluxx* is always, well, in flux. That begins with the question of how you win. To win the game, you need the right combination of keeper cards (cards that you "keep" in front of you on the table) to match the current goal.



Unfortunately, the key word in that last sentence is "current," because goals get replaced all the time. But don't worry — even if the goal gets replaced, the keeper cards you played stay on the table in front of you (at least for now).

CLASSIC FLUXX GAMEPLAY

Every *Fluxx* game begins the same way: All players get three cards in their hands, and the Basic Rule is in play: draw a card, play a card. From then on, literally anything could happen.

As cards are played, the game changes. Rule cards add new rules like "draw two cards" or "play 4 cards." Action cards do something right away, like give everyone a card, remove half the rules, or let the current player steal a card from someone else.

Surprise cards let someone play out of order and stop something from happening, like adding a new rule or even winning the game. Keeper cards work with goal cards to help you win the game, while the dreaded creeper card exists to make someone's life miserable.

VERDICT

Although every version of *Fluxx* begins with the same framework, Looney Labs always finds ways to make the game new and engaging. I don't know how they make the magic happen, but they definitely did the trick again with *Wonderland Fluxx*.

Maybe it's the way they interpreted the whimsical theme or used the classic line art to bring the tales to life, but whatever the reason *Wonderland Fluxx* earns a strong thumbs up from us both.

If you love *Fluxx* or just want to find out what happens when you bite into a cake with Eat Me written on top, *Wonderland Fluxx* will take you where you want to go.

•••

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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JINJA (WZK 87536)

From WizKids/NECA, reviewed by Brian Herman



14 & Up



2 - 5 Players



45 - 60 Minutes



\$49.95

Full disclosure, readers: one of the few game types I am generally wary of is worker/placement games. Despite the fondness I have for the methodical nature inherent in this style, for the most part they tend to be dry and cumbersome. When playing a worker placement with two players, it tends to feel a bit like mutual solitaire. With this in mind, I cautiously approached the latest offering from Wizkids, simply titled *Jinja*.

Instead of a dusty, rules-laden worker placement game, however, I found a fast-moving competitive game that also happens to lean into worker placement mechanics. I do so love being surprised sometimes!

In *Jinja*, each player takes on the challenge of constructing shrines across the landscape of Japan consisting of seven territories spread across three regions, the ultimate goal being to end up with the most honor. To start, each player takes a set of workers, shrines, and an honor (victory point) tracker in the color of their choice. Players are given currency and resources in player order, in that players going first get fewer items as going first is inherently advantageous. A deck of Omikuji (Fortune) cards are shuffled and five are dealt to each player, who then selects three to keep hidden for the rest of the game. These cards are goals that each player will work for throughout the game.



Next, a deck of Deed cards indicating location and type of shrines are shuffled with six being dealt to each player. Players then draft their hand of shrines to be used in the game, choosing one each and passing the rest around the table until all are drafted. The rest of the deed deck is placed face up next to the board face up as a deed discard pile that can be referenced later in the game. A random resource is placed on each territory to be gathered later and a "season" card is revealed containing a special rule that will apply to that season, and the game can begin.

Jinja is played over a series of five "seasons", with the endgame and final tally of honor occurring at the end of the fifth season. The meat of *Jinja*'s gameplay consists of each player in turn order, placing their worker meeples at various places across the board for a variety of effects. Each shrine in the deed deck is different in both



BUILDING THE SHRINES OF JAPAN by Kevin Crosby and Cory Goff

size, requirements to build, and benefits for building, so players need different things at different times throughout the game. Some spaces grant resources for building or money, and some allow a player to sell deeds in their hand or even go through the deed discard deck

and choose one to gain. Some spaces allow a player to roll a die to gain money, resources, or even honor points. In addition to placing worker meeples on the various benefit spaces around the board, a player can also place their worker in one of the seven territories to either gain all the resources on that territory or build one of their shrines there.

At the end of every season, several things trigger. First, all players recall their worker meeples back to their pool in preparation for the next round. Next, all players receive a "Lantern" bonus for each territory they have a shrine built, referencing a double-sided lantern token in the territory that was dealt randomly during setup. Next, each player in order triggers their end of season abilities from

their shrine cards face up that they have built. These can grant extra resources, money, honor, or even allow a player to trigger a worker space on the board regardless of if it has been used this round. At the end of five

seasons, the game is over. Players tally up their honor from shrines, Omikuji cards, and leftover resources. Finally, each of the three regions is checked for who has the most shrines, with the victor being awarded 8 honor points for each region where they have supremacy. The player with the most honor wins.

Worker placement games aren't for everyone. There's a harmony and delicate balance between rushing for victory points in the early game and planning for the final round for a big finish. Each time I've showcased *Jinja* to my gaming circle, however, I've been delighted to find that everyone takes something different away from the game. I want to describe *Jinja* as a worker placement game for people who don't like worker placement games, but that's not fair to the nuanced engine. *Jinja* is a tightly designed game under any category. Its bright colors and unique gameplay are deserving of many sessions building shrines and gaining honor over your opponents.

•••

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



RIFTFORCE (CSG FB4210)

From Capstone Games, reviewed by Thomas Riccardi



10 & Up



2 Players



30 Minutes



\$29.95

Once, the inhabitants of this world lived in peace with each other... at least until the rifts came. The rifts spread throughout the land cleaving villages in half with their powerful force, leaving some of the land lifeless while other parts were given new life from this strange energy. New guilds were created based on these elements; will you be successful in controlling this new power or will you succumb to your competition? This is the challenge of the latest Capstone game, *Riftforce*.

This game comes complete with 110 cards which represent the guilds that make up the game ranging from all different forms of the elements. Five locations, two trackers, a rulebook and tokens that keep track of damage, riftforce and a start marker make up the rest of the boxed set.

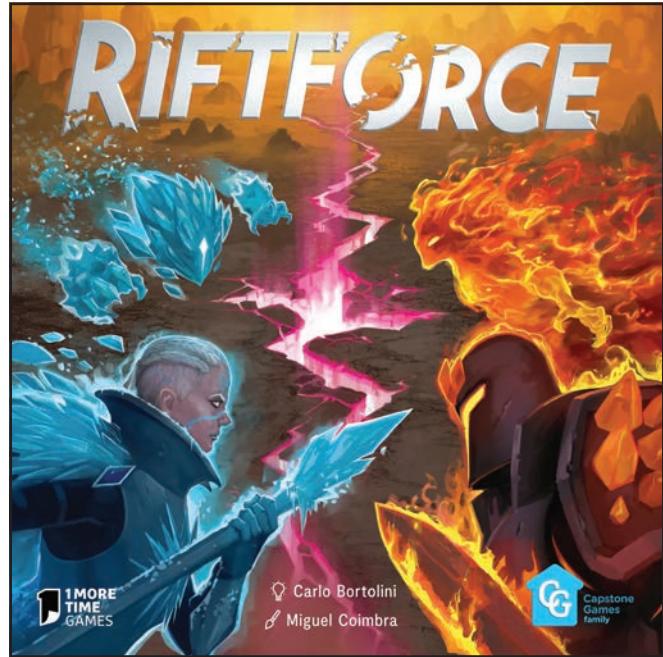
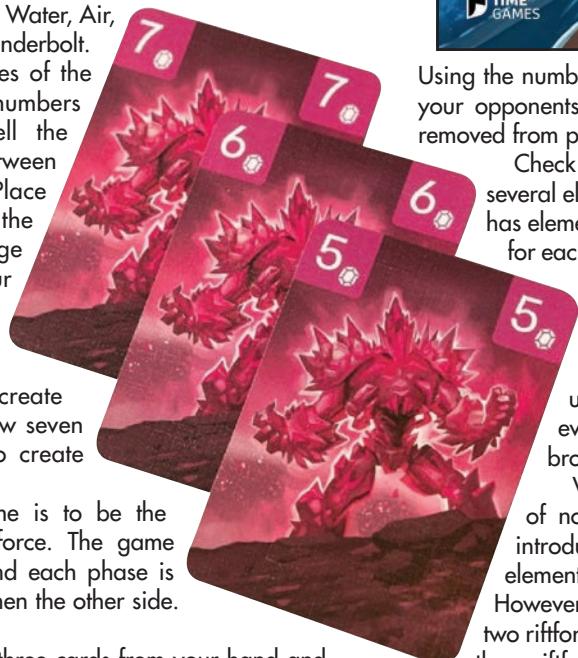
Setting up the game begins with guild selection as you shuffle the summoners and then remove one from the deck. Players take turns drawing summoners until they each have four in their hand, and then take elementals corresponding to their guild. There are ten guilds: Fire, Ice, Light, Crystal, Water, Air, Shadow, Plant, Earth, and Thunderbolt.

Next, place the two halves of the score trackers with the numbers in ascending order as well the five locations in a line between you and your opponent. Place the overview cards on the table along with the damage counters as well as your four summoners next to the score track. Collect all 36 of your elementals and shuffle them and place them face down to create a draw pile. And at last draw seven cards from the draw pile to create your starting hand.

The objective of the game is to be the first player to reach 12 riftforce. The game is played in three phases, and each phase is played by one side first and then the other side. The phases are:

Play: You may play up to three cards from your hand and put them on your side of the rift. Each of these three cards has to either be of the same color or the same value (which is displayed on the tops of the cards). These cards can either be played at one location or spread out to adjacent locations. If you decide to place cards at adjacent locations, you may one place one card at each of those locations.

Activate: In this phase you can activate up to three elementals that either have the same number or the same color. The elementals that you activate can be at any location and do not have to be adjacent to each other. Anytime an elemental is active you must resolve the information on the summoner's card (for example: If your crystal is destroyed then your opponent will gain two riftforce instead of one).



Using the numbers displayed on the cards, if your damage exceeds your opponents, then you have destroyed the elemental and it is removed from play and you gain a riftforce on the track.

Check and Draw: You can only select this if you have less than several elementals in your hand. If you are the only player that has elementals at a location, then you would gain one riftforce for each location that you control. On your opponent's turn if they have locations that they control then they receive riftforce for each of those locations. Next you draw back up to seven cards to replenish your hand.

Play continues back and forth using these phases until one of the players reaches twelve riftforce. In the event of a tie, gameplay continues until the tie is broken and a winner is declared.

What I love about this game is that there is a level of not only strategy with the way that summoners are introduced into the gameplay. For example, some of the elementals like the Shadow cannot stay at the same location. However, if you beat the same Shadow elemental you will get two riftforce and if you defeat a Crystal elemental you will gain three riftforce. With powerful abilities such as these it makes it easier to either deal more damage or score more riftforce for each enemy defeated.

If you want a game that is not only easy to play but is also fast paced and has a deep level of strategy to it then you need to give Riftforce a try. For more information on this and other games then check out <https://capstone-games.com> and get ready to harness the power of the riftforce.

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





Greetings GTM Fans!

For our January issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Arcane Tinmen to bring you a magical giveaway!

One lucky winner will receive a veritable bounty of deck sleeves, courtesy of our friends at Arcane Tinmen! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on December 29th and will close on January 30th, so don't delay!

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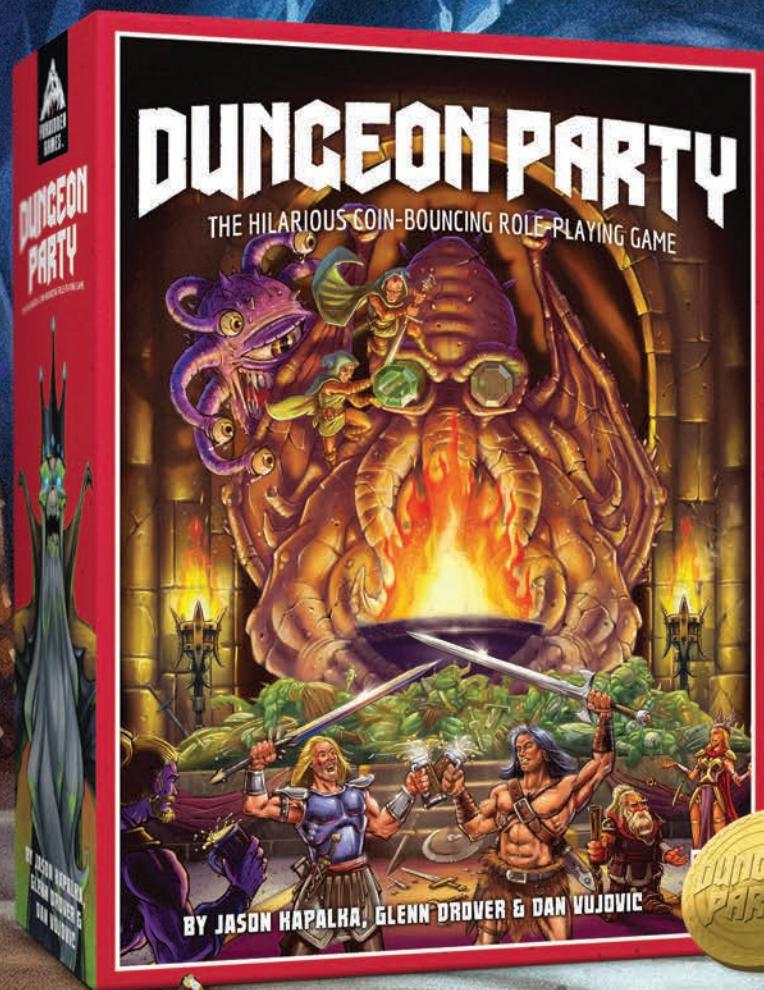


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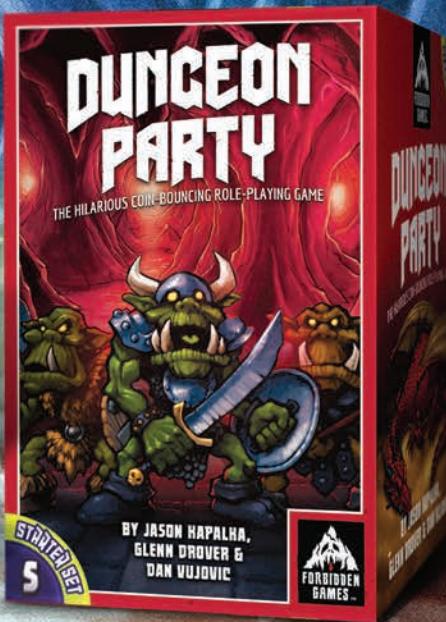
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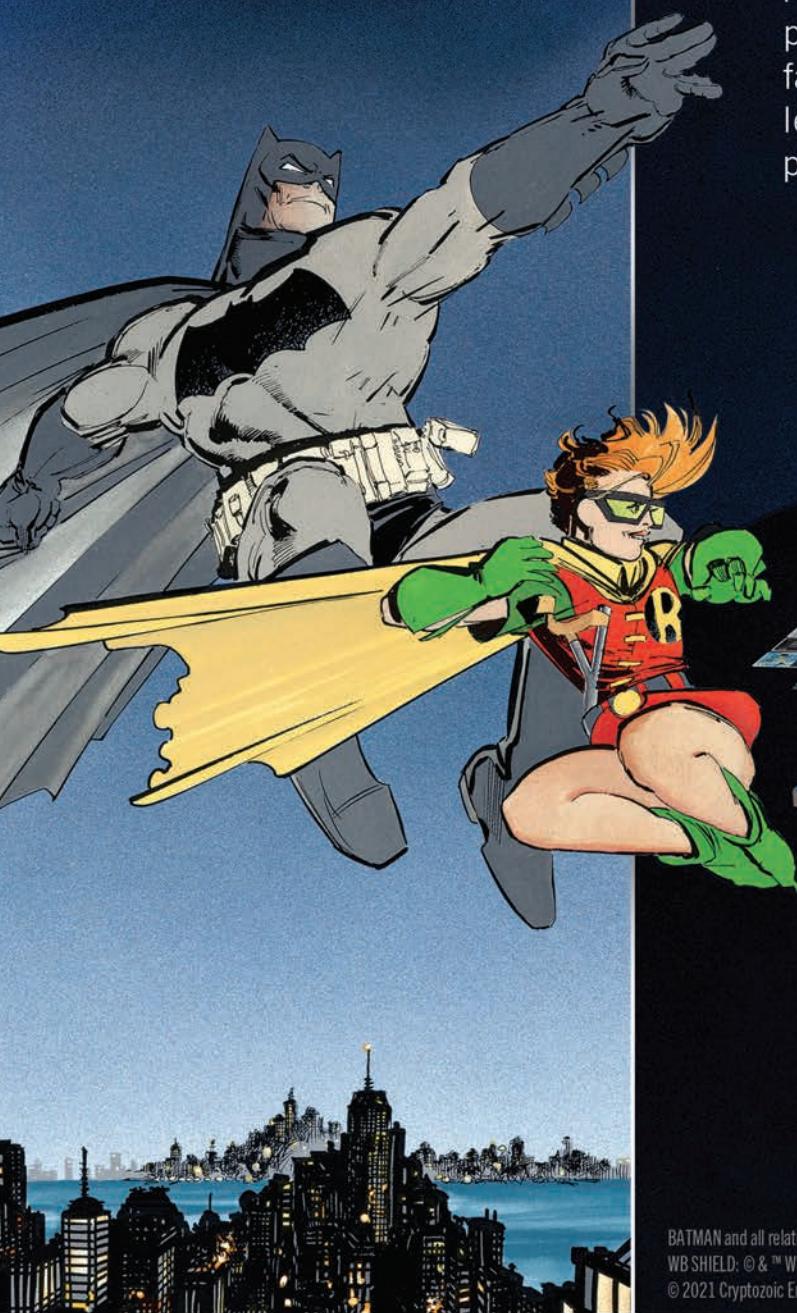


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